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ABSTRACT

Intended as an aid to educators in locating programs they may want to preview, this document contains a list of favorably reviewed microcomputer software programs for K-12 student instruction. For each curriculum area, the preview guide lists software programs by subject, and provides information which includes the title, publisher, specific computer needed, instructional mode, grade level, a brief description, and price. The preview guide is an alphabetical list of the same programs, by title, which includes the publisher, specific computer needed, curriculum area, and price. To provide preview access, a complete, alphabetical list of publishers referenced is also given. Additional supporting material includes suggestions for evaluating computer software, sources of sample software evaluation forms, sources of additional educational reviews (including journals and reports), steps for creating a software review collection and identifying equitable software, a sample analysis form for classroom use of educational software, and guidelines for software organization and software copyright interpretation. (JB)

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THE 1985 EDUCATIONAL SOFTWARE PREVIEW GUIDE

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Introduction

The 1985 Educational Software Preview Guide is a list of favorably reviewed microcomputer software for K-12 student instruction. It is **not** a buying guide. It has been developed solely as an aid to educators in locating programs they may want to preview. Consortium participants recommend that all software be previewed by educators to determine its suitability for their instructional program and students.

The 1985 Educational Software Preview Guide has been developed by the Educational Software Evaluation Consortium, representing 28 organizations involved in computer education throughout North America. The titles in this guide have been favorably reviewed at participating sites. Placement of a title on the list and into specific subjects, grade levels and instructional modes reflects the best judgment of the Consortium participants.

This guide is not all-inclusive. It includes only software for K-12 student instruction. Titles not included in the guide fall into the following categories:

- Not yet widely reviewed
- Unfavorably reviewed
- Falling outside specified categories

Each annual edition is an independent publication and includes titles from earlier editions only if they meet the criteria established for the current year.

While a given product is often available for several microcomputers, the version reviewed here may be of a different quality than those for other machines.

Development of *The 1985 Educational Software Preview Guide* was one of the major purposes of the California TECC Software Evaluation Forum, sponsored by the TECC Software Library and Clearinghouse in the San Mateo County Office of Education. The California State Department of Education has funded this project as part of the California TECC (Teacher Education and Computer Center) program. Additional financial support for the Educational Software Evaluation Consortium is provided by Phi Delta Kappa and the participating organizations.

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Ann Lathrop, Editor
California TECC Software Library & Clearinghouse
SMERC Library and Microcomputer Center
San Mateo County Office of Education
333 Main Street
Redwood City, CA 94063

How to Use the Preview Guide

The Preview Guide is useful for locating software for a particular curriculum area, grade level and machine. You can check under "Preview Guide by Curriculum Area" to locate any appropriate software. Next you can check under "Annotations for the Preview Guide" for a short description of the programs. If you are interested in a program, the "Addresses of Publishers" section has the necessary information to order a catalog or the software for preview if possible. (Many publishers now have preview policies.)

If you are already interested in a piece of software, check for it under "Preview Guide—Titles and Prices" as another possible source of information on the software. Keep in mind that the absence of a title from this list is not to be interpreted as a negative judgment. Many excellent packages may not have been widely reviewed by the time of this forum, and the rate at which excellent packages are appearing seems to be increasing.

Use of the Preview Guide by Software Developers

The Preview Guide is also useful for developers of educational software. They can use the *Guide* to identify curriculum areas, grade levels within curriculum areas or machines where there is little favorably reviewed software and then direct their efforts toward these areas or machines.

Participants in the 1985 Educational Software Evaluation Consortium

ALBERTA EDUCATION
David Nighton, Marilyn Dyck

APPLES/LIBRARIES/ILLINOIS
Eric Anderson

ARIZONA STATE UNIVERSITY COLLEGE OF EDUCATION
MICROCOMPUTER RESEARCH CLINIC
Gary Bitter, Kay Gore

BRITISH COLUMBIA MINISTRY OF EDUCATION
Anne Moore

CALIFORNIA EDUCATION COMPUTING CONSORTIUM
Ted Perry

CALIFORNIA LIBRARY MEDIA CONSORTIUM
Carol Smart

CALIFORNIA TECC SOFTWARE LIBRARY AND CLEARINGHOUSE
Ann Lathrop

CLEARINGHOUSE FOR INFORMATION IN MICROCOMPUTER EDUCATION (CHIME)
OKLAHOMA STATE UNIVERSITY
Joyce Priske

COMPUTER-USING EDUCATORS
LeRoy Finkel, Glenn Fisher, Patti Littlefield, Jim McCauley

DEPARTMENT OF DEFENSE, OFFICE OF DEPENDENTS SCHOOLS
Gail Becker

E.P.I.E. INSTITUTE
Lynn Murphy, Richard Wenn

FLORIDA CENTER FOR INSTRUCTIONAL COMPUTING
Carolyn Adler

FLORIDA DEPARTMENT OF EDUCATION
Pristen Bird

INDIANA CLEARINGHOUSE FOR COMPUTER EDUCATION
Michael Olds

INTERNATIONAL COUNCIL FOR COMPUTERS IN EDUCATION
Anita Best, Bobby Goodson

MICHIGAN ASSOCIATION OF COMPUTER USERS IN LEARNING
Jim Winebrener

MICRO-IDEAS, ILLINOIS
Rick Nelson

MICROSIFT
Dave Weaver

MINNESOTA STATE DEPARTMENT OF EDUCATION
Harold MacDermot

MONTGOMERY COUNTY SCHOOLS, MARYLAND
Bev Sangston

NEW YORK CITY BOARD OF EDUCATION
Gloria Catanzaro

NEW YORK STATE EDUCATION DEPARTMENT
George Casler

NORTH CAROLINA STATE DEPARTMENT OF PUBLIC INSTRUCTION
John Brim

OAKLAND SCHOOLS, MICHIGAN
Carol Klenow

SECTOR PROJECT, UTAH
Bob Reid

SOUTH DAKOTA STATE DEPARTMENT OF EDUCATION
Karon Schaack

TEXAS EDUCATION COMPUTER COOPERATIVE
Vicki Smith

VIRGINIA DEPARTMENT OF EDUCATION
Joycefaye Hardy

Key to Abbreviations

Subject Abbreviations:

AT	Art
BE	Business Education
CG	Career/College Guidance
CS	Computers
FL	Foreign Language
HE	Home Economics/Living Skills
HL	Health
IT	Instructional Tools
KB	Keyboarding Skills
LA	Language Arts/English
LM	Library Media Skills
MA	Mathematics
MU	Music
PE	Physical Education/Sports
PR	Preschool/Early Childhood
PS	Problem Solving/Logic
SC	Science
SN	Special Needs/Physically Handicapped
SS	Social Studies
TE	Testing
VE	Vocational Education/Industrial Arts

Instructional Mode Abbreviations:

AU	Authoring System
CA	Creative Activity
CP	Computer Programming
DB	Data Base
DE	Demonstration
DP	Drill & Practice
EG	Educational Game
GG	Graphics Generator
IM	Instructional Materials Generator
PS	Problem Solving/Logic
RS	Readability Scale
SD	Spreadsheet
SH	Shell/Mini-authoring System
SI	Simulation
SK	Spelling Checker
TC	Telecommunications
TE	Test
TU	Tutorial
WP	Word Processor

Computer Abbreviations

Computer	Abbreviation
Acorn	AC
Apple	AP
Atari	AT
Commodore 64	CO
Commodore PET	PE
Commodore VIC	VC
IBM PC	IB
IBM PCjr	JR
Texas Instruments	TI
TRS-80 Color	TC
TRS-80 Model III/4	TR
Macintosh	MC

Publisher Abbreviations

ABBREV	PUBL
22ND AVE	22ND Avenue Workshop
AB COMP	AB Computers
ACADENY	Academy Software
ADD WES	Addison-Wesley Publishing Co.
ADV ID	Advanced Ideas Inc.
APPLE	Apple Computer Inc.
APX	Atari Program Exchange
ARTSCI	Artsci Inc.
ASHTON TATE	Ashton-Tate
ATARI	Atari Corp.
BEAGLE BRO	Beagle Brothers
BEHV ENGIN	Behavioral Engineering
BERTAMAX	Bertamax Inc.
BORG WARNR	Borg-Warner Educational System
BORLAND	Borland International
BRAINBANK	Brain Bank, Inc.
BRITANNICA	Encyclopaedia Britannica
BRODERBUND	Broderbund Software
C & C SOFT	C & C Software
CBS	CBS Software
CDEX	CDEX Corporation
CNTRL DATA	Control Data Publishing Co.
CODEWRITER	Codewriter Corp.
COLLIER MACMILL	Collier Macmillan
COMBASE	Combase, Inc.
COMMODORE	Commodore Computer Systems Div.
COMPRESS	COMPRESS
CONDUIT	CONDUIT
CYBERTRON	Cybertronics International
CYGNUS	Cygnus Software
DAVIDSON	Davidson & Associates
DC HEATH	D.C. Heath & Co.
DESIGNWARE	DesignWare, Inc.
DIDATECH	Didatech Software
DILITHIUM	Dilithium Press
DLM	Developmental Learning Materials
ED AUDIO	Educational Audio Visual
ED'L ACTV	Educational Activities, Inc.
EDU SOFT	EduSoft
EDUTECH	EduTech, Inc.
EDUTEK	EduTek Corporation
ELECTR ART	Electronic Arts
EME	Educational Materials & Equipment
ERIC	ERIC Information Resources
ESSERTIER	Essertier Software
FREWARE	Freeware
GESSLER	Gessler Educational Software
GROLIER	Grolier Electronic Publishing

ABBREV	PUBL
HANDS-ON	Hands-On Training Co.
HARPER ROW	Harper & Row
HARTLEY	Hartley Courseware, Inc.
HAYDEN	Hayden Software Company
HAYES	Hayes Microcomputer Products, Inc.
HBJ/CORONA	Harcourt, Brace, Jovanovich/Corona
HEINEMANN	Heinemann Computers in Education
HIGH TECH	High Technology Software Products
HOLT R&W	Holt, Rinehart and Winston
HOUGHTON	Houghton Mifflin Company
HRM SOFTWR	HRM Software
HUMAN	Human Engineered Software
IBM	IBM
INFOCOM	Infocom, Inc.
ISL SOFTWR	Island Software
J & S	J & S Software
JMC	JMC Computer Services
JMH	JMH Software of Minnesota, Inc.
JOSTENS	Jostens Publications
KOALA	Koala Technologies Corp.
KRELL	Krell Software Corp.
LAWR HALL	Lawrence Hall of Science
LCSI	Logo Computer Systems, Inc.
LEARN WELL	Learning Well
LIB SOFT	Library Software Co., The
LIV TEXT	Living Video Text, Inc.
LOTUS	Lotus Development Corp.
MCGRAW HIL	McGraw-Hill/Webster Division
MECC	Minnesota Ed. Computing Consortium
MERLAN	Merlan Scientific Ltd.
MIC WRKSHP	Microcomputer Workshops Corp.
MICRO LAB	Micro Lab
MICRO P&L	Micro Power & Light
MICRO-ED	MICRO-ED, Inc.
MICROPRO	Micro Pro International Corp.
MICROSOFT	Microsoft Corp.
MILLIKEN	Milliken Publishing Co.
MILT BRAD	Milton Bradley Company
MINDSCAPE	Mindscape
MUSE	MUSE Software
ODESTA	Odesta
OP SYSTHS	Optimized Systems Software Inc.
PHOENIX	Phoenix Software
PRO DESIGN	Program Design, Inc.
PROG LEARN	Programs for Learning, Inc.
QED	Quality Educational Designs
RADIO SHAK	Radio Shack
RAND MCNLY	Rand McNally & Co.

Publisher Abbreviations

ABBREV	PUBL
RANDOM	Random House School Division
RESTON	Reston Publishing Co. Inc
ROGER WAGNER	Roger Wagner Publishing
SCARBOROUGH	Scarborough Systems Inc.
SCHARF SOFTWARE	Scharf Software Systems, Inc.
SCHOLASTIC	Scholastic, Inc.
SCOTT FORS	Scott Foresman and Company
SCWRIP	South Coast Writing Project
SENSIBLE	Sensible Software
SIERRA	Sierra On-Line Inc.
SIRI-TECH	Siri-Tech
SIRIUS	Sirius Software Inc.
SOFTWR PUB	Software Publishing Corporation
SOFTWARE ART	Software Arts, Inc.
SORCIM	Sorcim/IUS Micro Software
SPINNAKER	Spinnaker Software
SPRINGBOARD	Springboard Software, Inc.
SRA	Science Research Associates, Inc.
STER SWIFT	Sterling Swift Publishing Co.
STONEWARE	Stoneware Microcomputer Products
STRAT SIMS	Strategic Simulations Inc.
SUNBURST	Sunburst Communications
SVE	Society for Visual Education
SW PUB	South-Western Publishing Company
SYNERG SFT	Synergistic Software
TELOS	Telos Software Products
TEMPORAL	Temporal Acuity Products, Inc.
TERRAPIN	Terrapin, Inc.
THINK MOLES	Think Moles Software
TIES	T.I.E.S.
TIMWORKS	Timeworks, Inc.
TLC	Learning Company, The
VAISALA	Vaisala, Inc.
VERNIER	Vernier Software
VERSA	Versa Computing, Inc.
VISICORP	Visicorp
WADSWORTH	Wadsworth Electronic Pub. Co.
WEEK READ	Weekly Reader (Xerox)
WIMS	Wheaton Information Managemt. Sys.

Preview Guide by Curriculum Area

TITLE	PUBL	COMPUTER	MODE	ART					PRICE
				K-3	4-6	MID	SEC	TCR	
ART-PERSPECTIVE DRAWING DEMONSTRATES DRAWING IN ONE-POINT AND TWO-POINT PERSPECTIVES	MECC	AP	TU			Y	Y		44.00
DELTA DRAWING YOUNG STUDENTS PROGRAM BY USING SIMPLE COMMANDS TO CREATE COLORED DESIGNS	SPINNAKER	AP,AT,CO,IB	CA,CP,EG,PS	Y	Y	Y			49.95
KOALAPainter GRAPHICS USED WITH NURSERY RHYMES. MUST HAVE KOALA PAD	KOALA	AP,AT,CO,JR	CA.GG	Y					29.95
MACDRAW SOPHISTICATED GRAPHICS TOOL THAT PERMITS DEFINITION AND MANIPULATION OF DRAWN OBJECTS	APPLE	MC	CA.GG				Y	Y	PACKAGED WITH MAC
MACPAINT MENU-DRIVEN DRAWING PROGRAM USING MOUSE; INCLUDES ROTATE, MOVE, AND ERASE	APPLE	MC	CA.GG		Y	Y	Y	Y	PACKAGED WITH MAC
PAINT GRAPHICS ART DRAWING UTILITY; ALLOWS USER TO CREATE & SAVE PAINTINGS	RESTON	AT	CA.GG		Y	Y	Y	Y	39.95
PC DESIGN GRAPHICS USED WITH NURSERY RHYMES. MUST HAVE KOALA PAD	KOALA	IB	CA.GG	Y					29.95
PIC. BUILDER PERMITS THE CREATION OF 40 PREPROGRAMMED BUILD-BY-NUMBER PICTURES OR USER CREATES NEW ONES	WEEK READ	AP,AT,CO	CA		Y	Y	Y		39.95
PRINT SHOP CREATES POSTERS, GREETING CARDS, ETC.; CAN USE GRAPHICS FROM OTHER PROGRAMS	BRODERBUND	AP,AT,CO	CA.GG	Y	Y	Y	Y	Y	49.95

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BUSINESS EDUCATION - ACCOUNTING/BOOKKEEPING

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
AUTOMATED ACCOUNTING MICROCOMPUTER-BASED ACCOUNTING SYSTEM CORRELATED WITH PUBLISHER'S ACCOUNTING TEXTBOOK	SW PUB	AP,IB,PE,TR	DP				Y		37.50
CDEX TRAINING:VISICALC TUTORIAL ON VISICALC (DOES NOT INCLUDE VISICALC)	CDEX	AP,IB,JR	SD,TU				Y		59.95
ELECTRONIC SPREADSHEET INTRODUCES VISICALC AND PROVIDES EXERCISES, PRACTICAL PROBLEMS, & TEMPLATES (DOES NOT INCLUDE VISICALC)	MECC	AP,IB,JR	SD,TU			Y	Y		49.00

BUSINESS EDUCATION - TYPING

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ALPHABETIC KEYBOARDING BEGINNING THROUGH INTERMEDIATE EXERCISES TO INTRODUCE KEYBOARD; INCLUDES DRILLS & TIMED DRILLS	SW PUB	AP	DP,TU		Y	Y	Y		89.50
BANK STREET SPELLER SPELLING CHECKER FOR BANK STREET WRITER; INSTRUCTIONAL MATERIALS INCLUDED	SCHOLASTIC	AP	SK	Y	Y	Y	Y		69.95
BANK STREET WRITER WORD PROCESSOR WITH TUTORIAL; INSTRUCTIONAL MATERIALS INCLUDED	SCHOLASTIC	AP,AT,CO,IB,JR	WP	Y	Y	Y	Y		95.00
SENSIBLE SPELLER IV CHECKS DOCUMENTS FOR SPELLING AND TYPING ERRORS; COMPATIBLE WITH MANY APPLE WORD PROCESSORS	SENSIBLE	AP	SK		Y	Y	Y	Y	125.00
TYPING TUTOR INSTRUCTION ON FINGER PLACEMENT; DRILL ON SPEED AND ACCURACY	MICROSOFT	AP,TR	DP,TU	Y	Y	Y	Y		24.95
TYPING TUTOR (IBM) INSTRUCTION ON FINGER PLACEMENT; DRILL ON SPEED AND ACCURACY	IBM	IB,JR	DP,TU	Y	Y	Y	Y		25.00

CAREER/COLLEGE GUIDANCE

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
NONE SELECTED									

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COMPUTERS - COMPUTER AWARENESS

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ALL SORTS OF MEGGLES PROVIDES PRACTICE IN DECISION-MAKING SKILLS, WITH TESTING & RECORD-KEEPING; REQUIRES UFONIC VOICE SYSTEM	BORG WARNR	AP	DF	Y	Y				75.00
APPLE PRESENTS APPLE SIMPLE INTRODUCTION TO APPLE KEYBOARD AND COMPUTER	APPLE	AP	SI, TU	Y	Y	Y	Y		FREE
COMP LIT ADV OF LOL DRAGN LOLLIPOP DRAGON PRESENTS COMPUTER CONCEPTS FOR CHILDREN	SVE	AP	TU	Y	Y				189.00
COMPUTER LIT INST PRGM STEP-BY-STEP, SELF-FACED INTRODUCTION TO COMPUTERS	ED'L ACTV	AP, PE, TR	TU		Y	Y			69.00
COMPUTER LITERACY: INTRO STUDENTS LEARN ABOUT USES OF COMPUTERS IN WORK AND PERSONAL LIFE	CNTRL DATA	AP, AT, TI	TU			Y	Y		60.00
CREATIVE PLAY INTRODUCTION TO COMPUTERS AND PROBLEM SOLVING TECHNIQUES IN 25 PROGRAMS	LAWR HALL	AP, CO, FE	EG	Y	Y				48.00
ELECTRONIC TOOL PRESENTS COMPUTER USES: DATA MANAGEMENT, SIMULATION & GRAPHICS	MICRO P&L	AP	PS						34.95
FRIENDLY COMPUTER BEGINNING COMPUTER LITERACY FOR YOUNG CHILDREN; INCLUDES KEYBOARDING AND GRAPHICS	MECC	AP, CO	PS, TU	Y					48.00
INTRO TO MICRO COMPUTERS SIX PROGRAMS HELP STUDENTS LEARN KEYBOARDING SKILLS, COMPUTER COMPONENTS AND TERMS	MCGRAW HIL	AP, CO, TR	DE, DP, EG, TU		Y				49.95
INTRO TO MICROCMP KEYBD TEACHES TYPEWRITER KEYBOARD AND SPECIAL-FUNCTION COMPUTER KEYS	ED AUDIO	AP	DE, DP, TU		Y	Y	Y		70.00
ROBOT PROBE STUDENT LANDS ON A STRANGE PLANET, THEN USES SIMPLE COMMANDS TO PROGRAM A ROBOT TO PICK UP 4 SPACE PROBES	SUNBURST	TR	CF, EG, PS, SI						55.00
THREE R'S OF MICROCMPTNG INTRODUCTION TO COMPUTERS AND COMPUTER FUNCTIONS	MECC	AP	SI, TU	Y	Y	Y			36.00
TURTLE TRACKS COMBINES BASIC AND LOGO TO INTRODUCE PROGRAMMING CONCEPTS AND TECHNIQUES	SCHOLASTIC	AP, AT, CO, ID, JR	CP, PS	Y	Y				39.95
UNDERSTANDING COMPUTERS COMPUTER LITERACY CONCEPTS AS PART OF DAILY LIFE: DATA BASE APPLICATIONS	BRITANNICA	AP, TR	TU			Y			239.00

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COMPUTERS - COMPUTER PROGRAMMING/SCIENCE

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ANTFARM SIX COMMANDS MANAGE ANTS IN AN ANT FARM AND INTRODUCE THE LOGIC OF PROGRAMMING	WIMS	AP	CP,SI			Y	Y		15.00
APPLE LOGO STUDENTS LEARN STRUCTURED PROGRAMMING CONCEPTS BY CREATING COLOR GRAPHICS	APPLE	AP	CP,PS	Y	Y	Y	Y	Y	100.00
APPLE LOGO II IMPROVED AND ENHANCED VERSION OF APPLE LOGO	APPLE	AP	CP,PS	Y	Y	Y	Y	Y	100.00
APPLE PASCAL UCSD PASCAL WITH COLOR GRAPHICS AND SOUND GENERATION	APPLE	AP	CP,PS				Y	Y	250.00
APPLE SPRITE LOGO FULL IMPLEMENTATION OF LOGO, INCLUDING 30 SPRITES; A BOARD AND DISK COMBINATION	LCSI	AP	CP,PS	Y	Y	Y	Y	Y	300.00
APPLE SUPER PILOT AUTHORING LANGUAGE - CREATE LESSONS USING GRAPHICS, TEXT AND SOUND	APPLE	AP	AU,CP,TT		Y	Y	Y	Y	200.00
ATARI LOGO FULL IMPLEMENTATION OF THE LOGO LANGUAGE, WITH SPRITES	ATARI	AT	CP,DP,PS	Y	Y	Y	Y	Y	100.00
ATARI MICROSOFT BASIC II EXTENDED VERSION OF ATARI BASIC	ATARI	AT	CP,PS		Y	Y	Y	Y	89.95
ATARI PILOT PROGRAMMING LANGUAGE WITH SOUND CAPABILITY & TURTLE GRAPHICS; SIMPLE AUTHORING LANGUAGE	ATARI	AT	AU,CP,PS		Y	Y	Y	Y	129.95
BASIC A+ & OS/A+ EXPANDED BASIC AND IMPROVED DISK OPERATING SYSTEM FOR ATARI	OP SYSTMS	AT	CP,PS			Y	Y		135.50
BLAZING THE BASIC TRAIL AN INTRODUCTION TO BASIC PROGRAMMING USING IF-THEN AND GOTO STATEMENTS	SUNBURST	AP,TI	PS		Y	Y			49.00
COMMODORE LOGO FULL GRAPHIC IMPLEMENTATION OF LOGO, WITH SPRITES	COMMODORE	CO	CP,PS	Y	Y	Y	Y	Y	99.95
D-BUG A GAME WITHIN A GAME THAT SIMULATES FIXING THE COMPUTER	ELECTR ART	CO	EG,SI	Y	Y	Y	Y		40.00
DELTA DRAWING YOUNG STUDENTS PROGRAM BY USING SIMPLE COMMANDS TO CREATE COLORED DESIGNS	SPINNAKER	AP,AT,CO,IB	CA,CP,EG,PS	Y	Y	Y			49.95
EXPLORING LOGO STUDENTS PRACTICE DIVIDING PROBLEMS INTO COMPONENT PARTS AND BUILDING NEW CONSTRUCTS	SUNBURST	AP,CO	CP,PS	Y	Y		Y		49.00
EZ LOGO TWO PROGRAMS FORM A SUBSET OF LOGO COMMANDS TO INTRODUCE LOGO TO YOUNG CHILDREN	MECC	AP	CP,PS	Y	Y				48.00

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COMPUTERS - COMPUTER PROGRAMMING/SCIENCE

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
GLOBAL PROGRAM LINE EDITOR THE DEFINITIVE EDITOR FOR PROGRAMMING THE APPLE	BEAGLE BRO	AP	AU,CP		Y	Y	Y	Y	64.95
HOW TO PROGRAM IN BASIC TWELVE TUTORIALS AND A WORKBOOK TO TEACH BASIC PROGRAMMING	STER SWIFT	AP,CO,IB,JR,PE	DP,TU			Y	Y		69.00
IBM LOGO A FULL IMPLEMENTATION OF LCSI LOGO	IBM	IB	CP,PS	Y	Y	Y	Y	Y	175.00
KAREL SIMULATOR INTRODUCES STRUCTURED PROGRAMMING AND THE CONTROL STRUCTURES OF PASCAL	CYBERTRON	AP	CP,PS		Y	Y	Y		150.00
KRELL'S MIT LOGO A VERSION OF M.I.T. LOGO PROGRAMMING LANGUAGE	KRELL	AP	CP,PS,SI			Y		Y	89.95
PROGRAMMER'S AID FIFTEEN UTILITY PROGRAMS TO AID IN SOFTWARE DEVELOPMENT	MECC	AT	CP			Y	Y	Y	45.00
ROBOT ODYSSEY DESIGN AND BUILD ROBOTS, THEN CREATE AND PLAY AN ADVENTURE GAME USING THE ROBOTS	TLC	AP	CP,EG,PS,SI			Y	Y		49.95
ROBOT PROBE STUDENT LANDS ON A STRANGE PLANET, THEN USES SIMPLE COMMANDS TO PROGRAM A ROBOT TO PICK UP 4 SPACE PROBES	SUNBURST	TR	CP,EG,PS,SI						55.00
ROBOTWAR INTRODUCES ASSEMBLY LANGUAGE PROGRAMMING AS USER INSTRUCTS DUELING ROBOTS	MUSE	AP	CP,PS			Y	Y		39.95
SIMON'S BASIC EXPANDED BASIC ADDS 114 COMMANDS TO C-64 BASIC; STRUCTURED PROGRAMMING	COMMODORE	CO	CP			Y	Y		99.99
SIMULATED COMPUTER TUTORIAL ON COMPUTER OPERATION AND IN MACHINE-LANGUAGE PROGRAMMING	EDUSOFT	AP,AT,TR	CP,SI						24.95
SORTING TECHNIQUES I ILLUSTRATES 5 SORTING ROUTINES AND THE ALGORITHM FOR EACH	MIC WRKSH	AP	CP,DE,TU			Y	Y	Y	29.95
SORTING TECHNIQUES II DEMONSTRATES 3 SORTING TECHNIQUES AND 1 SEARCHING TECHNIQUE	MIC WRKSH	AP	CP,DE,TU			Y	Y	Y	29.95
SPECTRUM LOGIC GAME USING HIDDEN PATTERN OF COLORED BARS TO TEACH FUNDAMENTAL PROGRAMMING SKILLS AND CONCEPTS	SUNBURST	AP,TI	CP,EG,PS			Y	Y		55.00
TERRAPIN LOGO A VERSION OF M.I.T. LOGO PROGRAMMING LANGUAGE	TERRAPIN	AP	CP,PS	Y	Y	Y	Y	Y	149.95
TRS-80 COLOR LOGO IMPLEMENTATION OF TURTLE GRAPHICS; NO LIST PROCESSING CAPABILITIES	RADIO SHAK	TC	CP,PS	Y	Y	Y	Y	Y	99.00

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COMPUTERS - COMPUTER PROGRAMMING/SCIENCE

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
TURBO PASCAL FAST EXECUTING & INEXPENSIVE PASCAL IMPLEMENTATION	BORLAND	AP,IB	CP,PS				Y	Y	49.95
TURTLE GRAPHICS II CREATES COMPLEX TURTLE GRAPHICS AND INTRODUCES PROGRAMMING CONCEPTS	HUMAN	CO	CA,CP,PS	Y	Y	Y			59.95
TURTLE POWER SIMPLE KEYBOARD COMMANDS CREATE COLORED SHAPES AND MUSIC	IBM	IB,JR	CP,PS	Y	Y				50.00
TURTLE TRACKS COMBINES BASIC AND LOGO TO INTRODUCE PROGRAMMING CONCEPTS AND TECHNIQUES	SCHOLASTIC	AP,AT,CO,IB,JR	CP,PS	Y	Y				39.95
WIZ-KIT APPLE LOGO UTILITY ENABLING USER TO SAVE PROCEDURES & THEIR SUB-PROCEDURES AS UNITS; PRINTS PICTURES	HANDS-ON	AP	CP					Y	20.00

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FOREIGN LANGUAGE

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ANAGRAMAS HISPANOAMERICANO GEOGRAPHY OF SOUTH/CENTRAL AMERICA, MEXICO, & CARIBBEAN REINFORCED WITH MAPS AND ANAGRAMS	GESSLER	AP	DP,EG			Y	Y		39.95
CRYPTO CUBE 4-SIDED WORD PUZZLE FOR 1 OR 2 PLAYERS; 50 PUZZLES PROVIDED, CAN CREATE NEW ONES	DESIGNWARE	AP,AT,CO,IB	DP,EG,IM,SH	Y	Y	Y	Y	Y	39.95
EL ASISTENTE DEL INSTRUCTOR USER CREATES DRILL ACTIVITIES; INCLUDES DIACRITICAL MARKINGS	MECC	AP	DP,SH,TE		Y	Y	Y	Y	43.00
FRENCH ACHIEVEMENT I-III PRACTICE IN PREPARING FOR THE VOCABULARY SECTION OF CEEB FRENCH ACHIEVEMENT TEST	MIC WRKSH	AP	DP,TE,TU			Y	Y		49.95
FRENCH GAME AUTO RACING GAME TO REINFORCE FRENCH VOCABULARY	J & S	AP	DP,EG			Y	Y	Y	34.50
FRENCH VOCABULARY BUILDER ACTIVITIES TO REINFORCE COMMON FRENCH VOCABULARY	CNTRL DATA	AP,AT,TI	DP,EG			Y	Y		60.00
FRENCH:CLASS WORDS DRILL ON COMMON FRENCH VOCABULARY	CNTRL DATA	AP,IB,JR	DP			Y	Y		59.95
GERMAN VOCABULARY BUILDER ACTIVITIES TO REINFORCE COMMON GERMAN VOCABULARY	CNTRL DATA	AP,AT,TI	DP,EG			Y	Y		60.00
GERMAN:CLASS WORDS DRILL ON COMMON GERMAN VOCABULARY	CNTRL DATA	AP,IB,JR	DP			Y	Y		59.95
GREAT CREATOR, THE AUTHORING SYSTEM TO CREATE LESSONS AND TESTS IN ANY SUBJECT AREA; HAS ACCENTS FOR 17 LANGUAGES	GESSLER	AP	SH		Y	Y	Y	Y	299.00
GUIDE DE L'ENSEIGNANT USER CREATES DRILL ACTIVITIES; INCLUDES DIACRITICAL MARKINGS	MECC	AP	DP,SH,TE		Y	Y	Y	Y	43.00
LINGUIST, THE PERMITS TRANSLATION OF 20 LANGUAGES TO CREATE FILL-IN-THE-BLANK AND MULTIPLE CHOICE TESTS	GESSLER	AP,AT,CO,IB,JR	AU,IM				Y	Y	44.95
M-SS-NG L-NKS:FRENCH ED SHELL TO CREATE FRENCH TEXT TO BE USED IN M-SS-NG L-NKS GAME	SUNBURST	IB	EG,PS,SH		Y	Y	Y	Y	65.00
M-SS-NG L-NKS:GERMAN ED SHELL TO CREATE GERMAN TEXT TO BE USED IN M-SS-NG L-NKS GAME	SUNBURST	IB	EG,PS,SH		Y	Y	Y	Y	65.00
M-SS-NG L-NKS:SPANISH ED SHELL TO CREATE SPANISH TEXT TO BE USED IN M-SS-NG L-NKS GAME	SUNBURST	IB	EG,PS,SH		Y	Y	Y	Y	65.00
PRESENT & PASSE COMPOSE VBS(FR COMBINATION TUTORIAL AND DRILL ON CONJUGATION OF REGULAR AND IRREGULAR FRENCH VERBS	GESSLER	AP	DP,TU			Y	Y		35.95

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FOREIGN LANGUAGE

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
SPANISH ACHIEVEMENT I-III PRACTICE IN PREPARING FOR THE VOCABULARY SECTION OF CEEB SPANISH ACHIEVEMENT TEST	MIC WRKSH	AP	DP,TE,TU			Y	Y		49.95
SPANISH VOCABULARY BLDR ACTIVITIES TO REINFORCE COMMON SPANISH VOCABULARY	CNTRL DATA	AP,AT,IB,JR,TI	DP,EG			Y	Y		59.95
SPANISH:CLASS WORDS DRILL ON COMMON SPANISH VOCABULARY	CNTRL DATA	AP,IB,JR	DP			Y	Y		59.95
TEMPLE D'APSHAI, LE FRENCH VERSION OF THE POPULAR ADVENTURE/QUEST GAME	GESSLER	AP	EG			Y	Y		49.95
TYPE-WRITER: MULTILINGUAL WP WORD PROCESSOR FOR USE IN CREATING TESTS IN 11 LANGUAGES	GESSLER	AP	AU,IM,WP					Y	69.95
WORD ATTACK FOUR ACTIVITIES USING VOCABULARY WORDS IN CONTEXT; CAN ADD WORD LISTS; AVAILABLE IN FR,SP,GR, OR ENG EDITIONS	DAVIDSON	AP,CO,IB,JR	DP,EG,SH,TU		Y	Y	Y	Y	49.95

HEALTH

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
NONE SELECTED									

HOME ECONOMICS/LIVING SKILLS

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
FOOD FACTS PROVIDES INFORMATION RELATING TO STUDENT'S EATING HABITS AND GIVES SPECIFIC FACTS ABOUT FOOD	MECC	AP	SI			Y	Y		45.00
HEALTH MAINTENANCE V.1 INFORMATION ON CALORIC INTAKE, HEART DISEASE RISK LEVELS AND NUTRIENTS BASIC TO LIFE	MECC	AP	SI			Y	Y		45.00
NUTRITION V.1 TEACHES CONCEPT OF A BALANCED DIET AND PERFORMS NUTRITIONAL ANALYSIS	MECC	AP	SI			Y	Y		45.00

INSTRUCTIONAL TOOLS - AUTHORING SYSTEM

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
APPLE SUPER PILOT AUTHORING LANGUAGE - CREATE LESSONS USING GRAPHICS, TEXT AND SOUND	APPLE	AP	AU,CP,TT		Y	Y	Y	Y	200.00
ATARI PILOT PROGRAMMING LANGUAGE WITH SOUND CAPABILITY & TURTLE GRAPHICS; SIMPLE AUTHORING LANGUAGE	ATARI	AT	AU,CP,PS		Y	Y	Y	Y	129.95
GREAT CREATOR, THE AUTHORING SYSTEM TO CREATE LESSONS AND TESTS IN ANY SUBJECT AREA; HAS ACCENTS FOR 17 LANGUAGES	GESSLER	AP	SH		Y	Y	Y	Y	299.00
LINGUIST, THE PERMITS TRANSLATION OF 20 LANGUAGES TO CREATE FILL-IN-THE-BLANK AND MULTIPLE CHOICE TESTS	GESSLER	AP,AT,CO,IB,JR	AU,IM				Y	Y	44.95

INSTRUCTIONAL TOOLS - CLASSROOM MANAGEMENT

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
NONE SELECTED									

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INSTRUCTIONAL TOOLS - DATA BASE

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
APPLEWORKS INTEGRATED WORD PROCESSOR, DATA BASE AND SPREADSHEET	APPLE	AP	DB,SD,WP			Y	Y	Y	250.00
BIBLIOGRAPHY WRITER CREATES AND UPDATES SUBJECT BIBLIOGRAPHIES	LIB SOFT	AP,TR	DB,IM				Y	Y	69.95
DB MASTER 4+ FULL FUNCTION DATA BASE MANAGER	STONEWARE	AP	DB				Y	Y	295.00
DBASE III HIGH-LEVEL DATA BASE	ASHTON TATE	IB	DB				Y	Y	695.00
EASY GRAPH TUTORIAL AND PROGRAM FOR PRODUCING PICTOGRAPHS, PIE CHARTS AND BAR GRAPHS; INCLUDES INSTRUCTIONAL MATERIALS	GROLIER	AP,CO,IB	DB,GG		Y	Y	Y	Y	49.95
FILEVISION VISUALLY/GRAPHICALLY ORIENTED DATA BASE	TELOS	MC	DB				Y	Y	195.00
FRIENDLY FILER TEACHES THE DESIGN AND USE OF DATA BASES; INCLUDES A DATA BASE PROGRAM AND INSTRUCTIONAL MATERIALS	GROLIER	AP,CO,IB	DB		Y	Y	Y		49.95
IBM FILING ASSISTANT EASY TO USE DATA BASE PROGRAM	IBM	IB	DB			Y	Y	Y	149.00
LOTUS 1-2-3 INTEGRATED SPREADSHEET, DATA BASE, WORD PROCESSOR	LOTUS	IB	DB,SD,WP			Y	Y	Y	495.00
PFS: FILE EASY TO USE DATA BASE PROGRAM	SOFTWR PUB	AP,CO,IB,TR	DB			Y	Y	Y	125.00
PFS: REPORT DATA BASE REPORT GENERATOR TO USE WITH PFS: FILE	SOFTWR PUB	AP,CO,IB,TR	DB			Y	Y	Y	125.00
TELOFACTS 2 SURVEY ANALYSIS PROGRAM	DILITHIUM	AP	DB				Y	Y	199.95

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INSTRUCTIONAL TOOLS - GRAPHICS GENERATOR

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
EASY GRAPH TUTORIAL AND PROGRAM FOR PRODUCING PICTOGRAPHS, PIE CHARTS AND BAR GRAPHS; INCLUDES INSTRUCTIONAL MATERIALS	GROLIER	AP,CO,IB	DB,GG		Y	Y	Y	Y	49.95
KOALAPainter GRAPHICS USED WITH NURSERY RHYMES. MUST HAVE KOALA PAD	KOALA	AP,AT,CO,JR	CA,GG	Y					29.95
LOTUS 1-2-3 INTEGRATED SPREADSHEET, DATA BASE, WORD PROCESSOR	LOTUS	IB	DB,SD,WP			Y	Y	Y	495.00
MACPAINT MENU-DRIVEN DRAWING PROGRAM USING MOUSE; INCLUDES ROTATE, MOVE, AND ERASE	APPLE	MC	CA,GG		Y	Y	Y	Y	PACKAGED WITH MAC
MICROSOFT CHART USE WITH MULTIPLAN TO GENERATE BUSINESS GRAPHICS	MICROSOFT	MC	GG				Y	Y	125.00
MOUSE PAINT GRAPHICS GENERATION PROGRAM; INCLUDES MOUSE	APPLE	AP	GG		Y	Y	Y		149.00
PAINT GRAPHICS ART DRAWING UTILITY; ALLOWS USER TO CREATE & SAVE PAINTINGS	RESTON	AT	CA,GG		Y	Y	Y	Y	39.95
PC DESIGN GRAPHICS USED WITH NURSERY RHYMES. MUST HAVE KOALA PAD	KOALA	IB	CA,GG	Y					29.95
PFS: GRAPH GENERATES PIE, BAR LINE CHARTS USING ENTERED DATA OR DATA FROM PFS: FILE	SOFTWR PUB	AP,IB	GG			Y	Y	Y	140.00
PRINT SHOP CREATES POSTERS, GREETING CARDS, ETC.; CAN USE GRAPHICS FROM OTHER PROGRAMS	BRODERBUND	AP,AT,CO	CA,GG	Y	Y	Y	Y	Y	49.95
PROFESSIONAL SIGN MAKER GENERATES HI-RESOLUTION SIGNS WITH VARIABLE HEIGHT/LENGTH	SUNBURST	AP	GG	Y	Y	Y	Y	Y	59.00

INSTRUCTIONAL TOOLS - INSTRUCTIONAL MATERIALS GENERATOR

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
CROSSWORD MAGIC GENERATES CROSSWORD PUZZLES FROM USER'S WORDS	MINDSCAPE	AP,AT,CO,IB	CA,EG,IM	Y	Y	Y	Y	Y	49.95
LINGUIST, THE PERMITS TRANSLATION OF 20 LANGUAGES TO CREATE FILL-IN-THE-BLANK AND MULTIPLE CHOICE TESTS	GESSLER	AP,AT,CO,IB,JR	AU,IM				Y	Y	44.95

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INSTRUCTIONAL TOOLS - READABILITY SCALE

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
SCHOOL UTILITIES V.2 READABILITY ANALYSIS PROGRAM	MECC	AP	RS		Y	Y	Y	Y	45.00

INSTRUCTIONAL TOOLS - SHELL/MINI-AUTHORING SYSTEM

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ALLIGATOR ALLEY MATH DRILL PROGRAMS WITH TEACHER CONTROL OF PARAMETERS	DLM	AP	DP,IM,SH	Y	Y	Y		Y	44.00
ARISTOTLE'S APPLE ALLOWS TEACHER TO CREATE MULTIPLE CHOICE, COLUMN MATCHING AND FILL-IN TESTS	STONEWARE	AP	DP,EG,SH	Y	Y	Y	Y	Y	34.95
SHELL GAMES DRILL STRUCTURES INTO WHICH TEACHERS CAN ENTER ACTIVITIES	APPLE	AP	DP,EG,SH		Y	Y	Y	Y	25.00
TIC TAC SHOW CREATE LESSONS IN GAME-SHOW FORMAT	ADV ID	AC,AP,CO,IB,JR	DP,EG,SH		Y	Y	Y	Y	34.95

INSTRUCTIONAL TOOLS - SPELLING CHECKER

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
BANK STREET SPELLER SPELLING CHECKER FOR BANK STREET WRITER; INSTRUCTIONAL MATERIALS INCLUDED	SCHOLASTIC	AP	SK	Y	Y	Y	Y		69.95
SENSIBLE SPELLER IV CHECKS DOCUMENTS FOR SPELLING AND TYPING ERRORS; COMPATIBLE WITH MANY APPLE WORD PROCESSORS	SENSIBLE	AP	SK		Y	Y	Y	Y	125.00

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INSTRUCTIONAL TOOLS - SPREADSHEET

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
APPLEWORKS INTEGRATED WORD PROCESSOR, DATA BASE AND SPREADSHEET	APPLE	AP	DB,SD,WP			Y	Y	Y	250.00
LOTUS 1-2-3 INTEGRATED SPREADSHEET, DATA BASE, WORD PROCESSOR	LOTUS	IB	DB,SD,WP			Y	Y	Y	495.00
MULTIPLAN HIGH LEVEL SPREADSHEET	MICROSOFT	AP,CO,IB,MC	SD				Y	Y	195.00
SUPER CALC 3 HIGH-LEVEL SPREADSHEET (CPM)	SORCIM	IB	SD				Y	Y	395.00
TK! SOLVER FORMULA PROCESSOR FOR TECHNICAL & SCIENTIFIC APPLICATIONS	SOFTWARE ART	AP,IB,JR,TI	FS				Y	Y	100.00
VISICALC PACKAGE HIGH-LEVEL SPREADSHEET	SOFTWARE ART	AP,IB,TR	SD				Y	Y	179.00

INSTRUCTIONAL TOOLS - TELECOMMUNICATIONS

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ACCESS II SMART TERMINAL COMMUNICATIONS PACKAGE (PRODOS)	APPLE	AP	TC			Y	Y	Y	75.00
ASCII EXPRESS,PROFESSNL SMART TERMINAL COMMUNICATIONS PACKAGE	ROGER WAGNER	AP	TC			Y	Y	Y	129.95
MAC TERMINAL COMMUNICATIONS PACKAGE	APPLE	MC	TC			Y	Y	Y	99.00
PCTALK III SMART TERMINAL COMMUNICATIONS PACKAGE	FREWARE	IB	TC			Y	Y	Y	35.00
SMARTCOM SMART TERMINAL COMMUNICATIONS PACKAGE	HAYES	AP,IB	TC			Y	Y	Y	119.00
ZTERM, PROFESSNL SMART TERMINAL COMMUNICATIONS PACKAGE (CPM)	ROGER WAGNER	IB	TC			Y	Y	Y	149.95

INSTRUCTIONAL TOOLS - TESTS & TESTING

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
NONE SELECTED									

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INSTRUCTIONAL TOOLS - WORD PROCESSOR

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ADVENTUREWRITER USER CAN CREATE ADVENTURE GAMES WITHOUT KNOWLEDGE OF PROGRAMMING	CODEWRITER	AP,CO,IB	AU,CA,PS,WP		Y	Y	Y		60.00
APPLE WRITER IIE FULL-FUNCTION WORD PROCESSOR	APPLE	AP	WP		Y	Y	Y	Y	149.00
APPLEWORKS INTEGRATED WORD PROCESSOR, DATA BASE AND SPREADSHEET	APPLE	AP	DB,SD,WP			Y	Y	Y	250.00
BANK STREET WRITER WORD PROCESSOR WITH TUTORIAL; INSTRUCTIONAL MATERIALS INCLUDED	SCHOLASTIC	AP,AT,CO,IB,JR	WP	Y	Y	Y	Y		95.00
CUT AND PASTE EASY-TO-USE WORD PROCESSOR THAT UTILIZES ICONS	ELECTR ART	AP,CO	WP	Y	Y	Y	Y		50.00
EASY SCRIPT FULL-FUNCTION WORD PROCESSOR	COMMODORE	CO	WP			Y	Y	Y	54.95
EASYWRITER 2.0 FULL-FUNCTION WORD PROCESSOR	IBM	IB	WP			Y	Y	Y	350.00
HOMEWORD FULL-FUNCTION WORD PROCESSOR	SIERRA	AP,AT,CO,IB	WP		Y	Y	Y	Y	69.95
LOTUS 1-2-3 INTEGRATED SPREADSHEET, DATA BASE, WORD PROCESSOR	LOTUS	IB	DB,SD,WP			Y	Y	Y	495.00
MACWRITE FULL-FUNCTION WORD PROCESSOR	APPLE	MC	WP		Y	Y	Y	Y	PACKAGED WITH MAC
MAGIC SLATE WORD PROCESSOR WITH INSTRUCTIONAL MATERIAL INCLUDED; 20 AND 40-COLUMN LEVELS	SUNBURST	AP	WP	Y	Y	Y	Y	Y	65.00
MAGIC WINDOW FULL-FUNCTION WORD PROCESSOR	ARTSCI	AP	WP			Y	Y	Y	99.59
MILLIKEN WORD PROCESSOR EASY WORD PROCESSOR WITH INSTRUCTIONAL MATERIALS FOR PRE-WRITING, WRITING & POST-WRITING TECHNIQUES	MILLIKEN	AP	WP	Y	Y	Y			69.95
PAGE-MATE FULL-FUNCTION WORD PROCESSOR	AB COMP	CO,FE,VI	WP		Y	Y	Y	Y	19.00
FFS: WRITE FULL-FUNCTION WORD PROCESSOR	SOFTWR PUB	AP,IB	WP			Y	Y	Y	140.00
SUPER-TEXT PROFESSIONAL FULL-FUNCTION WORD PROCESSOR	MUSE	AP,CO,IB	WP			Y	Y	Y	175.00

INSTRUCTIONAL TOOLS - WORD PROCESSOR

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
WORDSTAR 3.3 PROFESSIONAL WORD PROCESSOR (CPM)	MICROPRO	IB	WP			Y	Y	Y	495.00
WRITE CHOICE FULL-FUNCTION WORD PROCESSOR	ROGER WAGNER	AP	WP		Y	Y	Y	Y	44.95
WRITE STUFF SIMPLIFIED WORD PROCESSOR	HARPER ROW	AP	WP		Y	Y	Y		59.95

KEYBOARDING SKILLS

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ALPHABETIC KEYBOARDING BEGINNING THROUGH INTERMEDIATE EXERCISES TO INTRODUCE KEYBOARD; INCLUDES DRILLS & TIMED DRILLS	SW PUB	AP	DP,TU		Y	Y	Y		89.50
MASTERTYPE ARCADE-STYLE KEYBOARDING DRILL; PROVIDES ABILITY TO CREATE OWN LESSONS	SCARBOROUGH	AP,AT,CO,IB,JR	DP,EG,TU		Y	Y	Y		39.95
TYPE ATTACK ARCADE-STYLE KEYBOARDING DRILL; DOZENS OF PREPROGRAMMED LESSONS	SIRIUS	AP,AT,CO,IB,JR	DP,EG,TU		Y	Y	Y		39.95
TYPING STRATEGY USES ANIMATED IMAGE OF KEYBOARD & PAIR OF HANDS TO TEACH TECHNIQUES USED BY MASTER TYPISTS	BEHV ENGIN	AP,CO,IB	DP,TU			Y	Y		39.95
TYPING TUTOR INSTRUCTION ON FINGER PLACEMENT; DRILL ON SPEED AND ACCURACY	MICROSOFT	AP,TR	DP,TU	Y	Y	Y	Y		24.95
TYPING TUTOR & WD INVDRS TWO-PART PACKAGE TEACHING NEW KEYS IN GRADUAL STEPS AS SKILLS DEVELOP	ACADEMY	CO,VC	DP,EG,TU	Y	Y	Y	Y		21.95
TYPING TUTOR (IBM) INSTRUCTION ON FINGER PLACEMENT; DRILL ON SPEED AND ACCURACY	IBM	IB,JR	DP,TU	Y	Y	Y	Y		25.00

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LANGUAGE ARTS - LITERATURE

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
NONE SELECTED									

LANGUAGE ARTS - READING

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ABC'S PRACTICE IN SEQUENCING LETTERS	JMH	AT,CO,PE,VC	DP	Y					13.95
ADVENTUREWRITER USER CAN CREATE ADVENTURE GAMES WITHOUT KNOWLEDGE OF PROGRAMMING	CODEWRITER	AP,CO,IB	AU,CA,PS,WP		Y	Y	Y		60.00
ALPHABET CIRCUS SIX COLORFUL MUSICAL GAMES INTRODUCE AND REINFORCE THE RECOGNITION OF LETTERS OF THE ALPHABET	DLM	AP,CO	DP,EG	Y					29.95
ALPHABETIZE PLACE WORDS IN ALPHABETICAL ORDER; CAN CHOOSE NUMBER OF WORDS & LEVELS OF DIFFICULTY	JMH	AT,CO,PE,VC	DP	Y	Y				13.95
ANALOGIES PRACTICE IN ANALYZING DIFFERENT TYPES OF ANALOGIES	PRO DESIGN	AP,AT,CO,TI	DP,PS		Y	Y	Y		24.95
CAUSE & EFFECT READING GAME TO REINFORCE RECOGNITION OF CAUSE AND EFFECT	LEARN WELL	AP	DP,EG		Y				49.95
CODE QUEST BREAK ENCODED MESSAGES TO IDENTIFY A MYSTERY OBJECT	SUNBURST	AP,AT,CO,TC	EG,PS		Y	Y			49.00
COMPREHENSION POWER PRACTICE IN TWENTY-FIVE READING COMPREHENSION SKILLS	MILLIKEN	AP	DP,TU		Y	Y	Y		425.00
CONSTRUCT-A-WORD MULTIPLE-DISK LETTER PATTERN DRILL; SUPERTALKER REQUIRED	DLM	AP	DP,EG	Y	Y				185.00
CROSS CLUES WORD GAME FOR TWO PLAYERS WITH FIFTY PUZZLE GRIDS	SRA	AP,IB,IR	DP,EG			Y	Y		35.00
CROSSWORD MAGIC GENERATES CROSSWORD PUZZLES FROM USER'S WORDS	MINDSCAPE	AP,AT,CO,IB	CA,EG,IM	Y	Y	Y	Y	Y	49.95
EASY AS ABC FIVE GAMES INTRODUCE LETTER RECOGNITION, LETTER SEQUENCE, AND UPPER AND LOWER CASE	SFRINGBOARD	AP,IB,JR	CA,EG	Y					39.95
ELEMENTARY V. 7:PRERD/CNT INCLUDES CATERPILLAR, TRAIN, PICTURES, WORDS, SHAPES, SMILE, WUZZLE AND SPACESHIP	MECC	AP	DP,EG	Y			Y		46.00

LANGUAGE ARTS - READING										
TITLE	FURL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE	
FANTASY LAND READING GAME THAT PROVIDES PRACTICE IN READING BETWEEN THE LINES	LEARN WELL	AP	DP,EG	Y	Y				49.95	
HINKY PINKY CREATIVE WORD PLAY WITH RHYMING AND SYLLABLE PATTERNS; USER CAN ADD WORDS	22ND AVE	AP	EG	Y	Y	Y	Y	Y	30.00	
HINT AND HUNT I,II MULTIPLE-DISK DECODING SKILLS DRILL; SUPERTALKER REQUIRED	DLM	AP	DP,EG	Y	Y			Y	199.95	
IDEA INVASION SHELL ENABLES CREATION OF DRILL GAME FOR VARIETY OF CONTENT	DLM	AP	DP,EG,SH	Y	Y			Y	44.00	
INSTANT ZOO FIVE EDUCATIONAL GAMES TO TEACH IDENTIFICATION AND MATCHING OF WORDS AND LETTERS	APPLE	AP	DP,EG	Y					25.00	
LETTERS AND WORDS THREE GAMES TO PRACTICE ALPHABETIZING, MATCHING UPPER AND LOWER CASE LETTERS, AND SIGHT WORDS	LEARN WELL	AP	DP,EG,TU	Y					49.95	
M-SS-NG L-NKS:CLASSICS READING GAMES TO DEVELOP USE OF CONTEXT CLUES, USING CLASSICAL LITERATURE	SUNBURST	AP,AT,CO,IB,JR	EG,PS			Y	Y	Y	55.00	
M-SS-NG L-NKS:ENGLISH ED READING GAMES TO DEVELOP USE OF CONTEXT CLUES; USER CAN INSERT PASSAGES	SUNBURST	AP,AT,CO,IB,JR	EG,PS,SH	Y	Y	Y	Y	Y	55.00	
M-SS-NG L-NKS:YG PPLS LT READING GAMES TO DEVELOP USE OF CONTEXT CLUES, USING FAMILIAR STORIES	SUNBURST	AP,CO,AT,IB,JR	EG,PS		Y	Y		Y	55.00	
MASTER MATCH (DLM) AUTHORING SYSTEM ALLOWS THE CREATION OF PICTURES, CONCEPTS AND WORDS FOR ANY AGE	DLM	AP	DP,IM,SH	Y	Y	Y			44.00	
MICROSPEEDREAD USE OF PRINT MATERIALS AND DISKS TO BUILD READING SPEED AND COMPREHENSION	CBS	AP,IB	DP,TU				Y		125.00	
PRE-READING INCLUDES CATERPILLAR, TRAIN, FIRST LETTER, PICTURES, WORDS AND SHAPES	MECC	AC,AT,TC	DP,EG	Y					48.00	
PUZZLER, THE READING ACTIVITY TO DEVELOP SKILLS IN PREDICTING OUTCOMES	SUNBURST	AP,TR	PS		Y	Y			55.00	
PUZZLES AND POSTERS CROSSWORD PUZZLES, WORD FINDS, POSTERS GENERATED FROM USER'S WORDS	MECC	AP,CO	CA,EG,GG,IM	Y	Y	Y	Y	Y	44.00	
READER RABBIT STUDENTS LEARN PREREADING SKILLS IN A COLORFUL, MUSICAL MULTIPLE GAME FORMAT	TLC	AP,CO,IB	DP,EG	Y					39.95	
SENTENCE COMBINING INSTRUCTION AND PRACTICE ON COMBINING SHORT SENTENCES	MILLIKEN	AP	DP,TU			Y	Y		95.00	

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LANGUAGE ARTS - READING

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
SPEED READER II EYE MOVEMENT AND COLUMN-READING EXERCISES TO BUILD SPEED AND COMPREHENSION	DAVIDSON	AP,CO,IB,JR	DP,TU			Y	Y		69.95
STORY TREE THREE INTERACTIVE STORIES AND WORD PROCESSOR FOR READING AND CREATIVE WRITING	SCHOLASTIC	AP,CO,IB	CA,WP	Y	Y	Y	Y		39.95
THAT'S MY STORY STUDENT CREATES STORIES FROM INTERACTIVE STORY STARTERS; CAN ADD NEW STORY STARTERS	LEARN WELL	AP	CA,SH	Y	Y			Y	59.95
TUTORIAL COMPR: MN ID LESSONS IN FIVE READING COMPREHENSION SKILLS	RANDOM	AP,TR	TU	Y	Y				995.00
WIZ WORKS SHELL ENABLES CREATION OF DRILL GAMES WITH VARIED CONTENTS	DLM	AP	DP,EG,IM,SH	Y	Y	Y		Y	44.00
WIZARD OF WORDS FIVE WORD GAMES FOR READING, SPELLING, AND VOCABULARY SKILLS; USER CAN ADD NEW WORDS	ADV ID	AP,CO,IB,JR	DP,EG,SH	Y	Y	Y		Y	34.95
WORD ATTACK FOUR ACTIVITIES USING VOCABULARY WORDS IN CONTEXT; CAN ADD WORD LISTS; AVAILABLE IN FR,SP,GR, OR ENG EDITIONS	DAVIDSON	AP,CO,IB,JR	DP,EG,SH,TU		Y	Y	Y	Y	49.95
WORD MAN PAC-MAN-LIKE GAME TO REINFORCE DECODING SKILLS	DLM	AP,AT,CO,IB,JR	DP,EG	Y				Y	44.00
WORD SPINNER DECODING SKILLS DRILL/GAME	TLC	AP,AT,CO,IB,JR	DP,EG	Y					34.95

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LANGUAGE ARTS - SPELLING

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ALPHABET CIRCUS SIX COLORFUL MUSICAL GAMES INTRODUCE AND REINFORCE THE RECOGNITION OF LETTERS OF THE ALPHABET	DLM	AP,CO	DP,EG	Y					29.95
BANK STREET SPELLER SPELLING CHECKER FOR BANK STREET WRITER; INSTRUCTIONAL MATERIALS INCLUDED	SCHOLASTIC	AP	SK	Y	Y	Y	Y		69.95
CAVE OF THE WORD WIZARD ADVENTURE GAME WHERE WIZARD CALLS OUT SPELLING WORDS WHICH THE USER MUST SPELL CORRECTLY	TIMWORKS	CO	DP,EG	Y	Y	Y	Y		34.95
CROSSWORD MAGIC GENERATES CROSSWORD PUZZLES FROM USER'S WORDS	MINDSCAPE	AP,AT,CO,IB	CA,EG,IM	Y	Y	Y	Y	Y	49.95
CRYPTO CUBE 4-SIDED WORD PUZZLE FOR 1 OR 2 PLAYERS; 50 PUZZLES PROVIDED. CAN CREATE NEW ONES	DESIGNWARE	AP,AT,CO,IB	DP,EG,IM,SH	Y	Y	Y	Y	Y	39.95
MASTER MATCH (DLM) AUTHORING SYSTEM ALLOWS THE CREATION OF PICTURES, CONCEPTS AND WORDS FOR ANY AGE	DLM	AP	DP,IM,SH	Y	Y	Y			44.00
PUZZLES AND POSTERS CROSSWORD PUZZLES, WORD FINDS, POSTERS GENERATED FROM USER'S WORDS	MECC	AP,CO	CA,EG,GG,IM	Y	Y	Y	Y	Y	44.00
SPELL IT! FOUR-ACTIVITIES USING SPELLING WORDS IN CONTEXT; CAN ADD SPELLING LISTS	DAVIDSON	AP,CO,IB	DP,EG,SH,TU	Y	Y	Y	Y	Y	49.95
SPELLAGRAPH WORD/PICTURE PUZZLES PROVIDE PRACTICE IN SPELLING WORDS; CAN ADD NEW WORDS	DESIGNWARE	AP,AT,CO,IB,JR	DP,EG,SH	Y	Y	Y			39.95
SPELLING GAMES SPELLING PRACTICE USING PREPROGRAMMED OR USER-PROVIDED WORDS	JMH	CO,PE	DP,EG,SH	Y	Y			Y	9.95
WIZ WORKS SHELL ENABLES CREATION OF DRILL GAMES WITH VARIED CONTENTS	DLM	AP	DP,EG,IM,SH	Y	Y	Y		Y	44.00
WIZARD OF WORDS FIVE WORD GAMES FOR READING, SPELLING, AND VOCABULARY SKILLS; USER CAN ADD NEW WORDS	ADV ID	AP,CO,IB,JR	DP,EG,SH	Y	Y	Y		Y	34.95
WORD SPINNER DECODING SKILLS DRILL/GAME	TLC	AP,AT,CO,IB,JR	DP,EG	Y					34.95

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LANGUAGE ARTS - WRITING

TITLE	PUBL.	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ADVENTUREWRITER USER CAN CREATE ADVENTURE GAMES WITHOUT KNOWLEDGE OF PROGRAMMING	CODEWRITER	AP,CO,IB	AU,CA,PS,WP		Y	Y	Y		60.00
BANK STREET WRITER WORD PROCESSOR WITH TUTORIAL; INSTRUCTIONAL MATERIALS INCLUDED	SCHOLASTIC	AP,AT,CO,IB,JR	WP	Y	Y	Y	Y		95.00
COMPU-POEM STUDENT PROVIDES SPECIFIED PARTS OF SPEECH AND PROGRAM USES THEM TO CREATE A POEM	SCHWRIP	AP	CA		Y	Y	Y		16.95
ENGLISH ACHIEVEMENT I-V PRACTICE IN PREPARING FOR PORTIONS OF THE CEER ENGLISH COMPOSITION ACHIEVEMENT TEST	MIC WRKSH	AP,CO,IB,JR,PE	DP,TU				Y		39.95
FACT AND FICTION TOOLKIT STORYMAKER HELPS CHILDREN WRITE CREATIVE STORIES; SECRET FILER IS AN EASY DATA BASE	SCHOLASTIC	AP,CO	CA,DB	Y	Y	Y	Y		39.95
KIDWRITER STORY-CREATION PROGRAM WITH GRAPHICS AND WORD PROCESSING	SPINNAKER	AP,AT,CO,IB,JR	CA,WP	Y					34.95
MILLIKEN WORD PROCESSOR EASY WORD PROCESSOR WITH INSTRUCTIONAL MATERIALS FOR PRE-WRITING, WRITING & POST-WRITING TECHNIQUES	MILLIKEN	AP	WP	Y	Y	Y			69.95
NOUN/VERB PATTERN DRILLS ON A VARIETY OF NOUN/VERB PATTERNS	JMH	CO,PE	DP		Y				13.95
QUILL COMPOSITION CURRICULUM WITH WORD PROCESSOR AND INSTRUCTIONAL MATERIALS	DC HEATH	AP	CA,TU,WP	Y	Y	Y	Y		150.00
SENTENCE COMBINING INSTRUCTION AND PRACTICE ON COMBINING SHORT SENTENCES	MILLIKEN	AP	DP,TU			Y	Y		95.00
STORY TREE THREE INTERACTIVE STORIES AND WORD PROCESSOR FOR READING AND CREATIVE WRITING	SCHOLASTIC	AP,CO,IB	CA,WP	Y	Y	Y	Y		39.95
THAT'S MY STORY STUDENT CREATES STORIES FROM INTERACTIVE STORY STARTERS; CAN ADD NEW STORY STARTERS	LEARN WELL	AP	CA,SH	Y	Y			Y	59.95
THINKTANK PROGRAM HELPS USER ORGANIZE IDEAS; USES WORD PROCESSING CAPABILITIES TO DEVELOP OUTLINES	LIV TEXT	AP,IB,MC	CA,WP			Y	Y		150.00
WORDY:COMMON FMS OF WRDNS DEMONSTRATION AND PRACTICE IDENTIFYING EIGHT COMMON WRITING WEAKNESSES	COMPRESS	AP	DE,DP,TU				Y		130.00
WRITING A CHARCTR SKETCH CREATIVE WRITING PROMPT USING OPEN-ENDED QUESTIONS	MECC	AP	CA				Y		43.00
WRITING A NARRATIVE CREATIVE WRITING PROMPT USING OPEN-ENDED QUESTIONS	MECC	AP	CA			Y			43.00

LIBRARY MEDIA SKILLS

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ELEMENTARY LIB MEDIA SKL TUTORIAL DESIGNED TO REINFORCE LIBRARY LOCATION, REFERENCE, AND ALPHABETIZING SKILLS	COMBASE	AP	DP,TU		Y	Y	Y		350.00
ERIC MICROSEARCH SIMULATION OF THE ERIC DATABASE USED TO LEARN ONLINE SEARCH SKILLS	ERIC	AP	DP,SI				Y	Y	20.00
ISLE OF MEM ADVENTURE GAME REQUIRING THE USER TO LOCATE AND IDENTIFY ENCYCLOPEDIA ENTRIES	GROLIER	AP	EG,PS		Y	Y			39.95
LIBRARY USAGE SKILLS TEACHES STUDENTS TO LOCATE AND USE LIBRARY MATERIALS; CAN PRINT TEXT AND WORKSHEETS	JMC	AP	DP,IM,TU		Y	Y	Y	Y	74.00
MAX DUBLIN'S TREASURE ADVENTURE GAME REQUIRING THE USER TO LOCATE AND IDENTIFY ENCYCLOPEDIA ENTRIES	GROLIER	AP	CA,EG,PS		Y	Y			39.95
SKILLS MAKER GENERATES ACTIVITY SHEETS FOR FORMATS II RESEARCH AND QUESTIONS FOR READERS' GUIDE	LIB SOFT	AP	IM,SH	Y	Y	Y	Y	Y	89.95

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MATHEMATICS - ADVANCED

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ARBFL0T DEMO OF CURVE PLOTTING, LIMITS AND DERIVATIVES, INTEGRATION, SEQUENCES AND SERIES, FINDING ROOTS	CONDUIT	AP	DE,TU				Y		125.00
BASIC MATH TECHNIQUES DETERMINING AND ROUNDING OFF SIGNIFICANT DIGITS IN ADDITION, SUBTRACTION, MULTIPLICATION AND DIVISION PROBLEMS	MERLAN	AP,PE	DP			Y	Y		83.00
COLLEGE ENTRCE EXAM PREP PRACTICE PROBLEMS TO PREPARE FOR SAT EXAMS	BORG WARNR	AP	DP,TE				Y		575.00
COMPUTER GRAPHING EXP V.2 GRAPHS TRIGONOMETRIC FUNCTIONS FROM USER-DETERMINED PARAMETERS	ADD WES	AP	DP,GG,TU				Y		60.00
COMPUTER GRAPHING EXP V.3 GRAPHS CONIC FUNCTIONS FROM USER-DETERMINED PARAMETERS	ADD WES	AP	DP,GG,TU				Y		60.00
DISCOVERY LRNG IN TRIG DISCOVERY ACTIVITIES OF: HOW TRIG FUNCTIONS ARE REPRESENTED GRAPHICALLY, ANALYZING EQUATIONS, ETC.	CONDUIT	AP	DP,GG,TU				Y		75.00
ELECTRONIC BLKBD:TRIG GRAPHS AND EXPLORES TRIGONOMETRIC FUNCTIONS FROM USER-DETERMINED PARAMETERS	WADSWORTH	AP	DE,GG,TU				Y		100.00
EXPONENTIAL NOTATION STUDENTS PRACTICE SCIENTIFIC NOTATION CONVERSION	MERLAN	AP,PE	DP			Y	Y		62.00
INVESTGNS INTEGRAL CALC STUDY FUNDAMENTALS OF INTEGRAL CALCULUS THROUGH COMPUTER GENERATED GRAPHS AND AREAS	RADIO SHAK	TC,TR	DP,TU				Y		39.95
MATHEMATICS V.4 NUMERICAL INTEGRATION, LIMITS OF FUNCTION, GRAPHING EQUATIONS, MATRIX OPERATIONS & POLYNOMIAL EQUATIONS	MECC	AP	DP,TU				Y		49.00
MUMATH PERFORMS ALGEBRA, TRIG, CALCULUS, DIFFERENTIAL INTEGRATION & TRANSCENDENTAL FUNCTIONS	MICROSOFT	AP,IB,TR	FS				Y		250.00
SIMULTANEOUS LNR EQUATNS DRILL IN SOLVING SIMULTANEOUS LINEAR EQUATIONS BY ADDITION AND SUBTRACTION	MIC WRKSHP	AP,CD,IB	DP,TU				Y		29.95

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MATHEMATICS - ALGEBRA

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ALGEBRA ARCADE USER ENTERS ALGEBRAIC EQUATIONS TO CREATE GRAPHS THAT ZAP ALGEBROIDS AND SCORE POINTS	WADSWORTH	AP,CO,IB	DP,EG			Y	Y	Y	49.95
ALGEBRA DRL & PRACTICE I DRILL AND TUTORIAL FOR ALGEBRAIC CONCEPTS; PROVIDES UNLIMITED EXAMPLES AND DETAILED SOLUTIONS	CONDUIT	AP	DP				Y		125.00
COMPUTER GRAPHING EXP V.1 GRAPHS ALGEBRAIC FUNCTIONS FROM USER-DETERMINED PARAMETERS	ADD WES	AP	DP,GG,TU				Y		60.00
ELECTRONIC BLKBD:ALGEBRA PROGRAMS THAT GRAPH AND EXPLORE ALGEBRAIC FUNCTIONS WITH INPUT OF PARAMETERS	WADSWORTH	AP	DE,GG,TU				Y		250.00
ELECTRONIC BLKBD:FUNCTIONS PROGRAMS THAT GRAPH AND EXPLORE FUNCTIONS WITH INPUT OF PARAMETERS	WADSWORTH	AP	DE,GG,TU				Y		50.00
EQUATIONS PROVIDES PRACTICE IN SOLVING EQUATIONS OF THE FORM $AX + B = C$	MIC WRKSH	AP,AT,CO,IB,PE	DP,TU			Y	Y		24.95
EQUATIONS II PROVIDES PRACTICE IN SOLVING EQUATIONS OF THE FORM $AX + B = CX + D$	MIC WRKSH	AP,AT,CO,PE,TR	DP,TU				Y		29.95
FACTORING ALG EXPRESSION INSTRUCTION AND PRACTICE IN FACTORING LINEAR AND QUADRATIC EXPRESSIONS	MIC WRKSH	AP,CO	DP,TU			Y			29.95
GRAPHING EQUATIONS USES GAMES FORMAT TO TEACH GRAPHING OF LINEAR & QUADRATIC EQUATIONS; INCLUDES GREEN GLOBS & TRACKER	CONDUIT	AP	DE,EG,PS			Y	Y		60.00
INTERPRETING GRAPHS INTRODUCES GRAPHIC INTERPRETATION OF FUNCTIONAL RELATIONSHIPS, WITH PRACTICE IN GAME FORMAT	CONDUIT	AP,PE,TR	DE,DP,EG		Y	Y	Y		40.00
PROBLEM SOLVING IN ALG READING, TRANSLATING AND SOLVING WORD PROBLEMS INVOLVING LINEAR AND QUADRATIC EQUATIONS	BRITANNICA	AP,TR	DP,TU			Y	Y		299.00
SOLVING QUADRATIC EQUATIONS DRILL IN SOLVING QUADRATIC EQUATIONS ($AX^2 + BX + C = 0$) BY FACTORING	MIC WRKSH	AP,AT,CO,IB,JR	DP,TU				Y		29.95
TOBBS LEARNS ALGEBRA PROBLEM SOLVING IN ADDITION AND MULTIPLICATION OF WHOLE NUMBERS USING 2 X 2 GRIDS	SUNBURST	AP,TR	DP,SI			Y	Y		55.00

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MATHEMATICS - ARITHMETIC

TITLE	PURL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ADDITION MAGICIAN USES A GAME STRUCTURE TO BUILD WALLS AROUND COMBINATIONS OF NUMBERS THAT ADD UP TO TARGET SUM	TLC	AP,CO,IB	DP,EG	Y	Y				34.95
ALIEN ADDITION ADDITION DRILL USING GRAPHICS IN ARCADE GAME FORMAT; USER CAN VARY DIFFICULTY LEVEL AND SPEED	DLM	AP,AT,CO,IB,TI	DP,EG	Y	Y				44.00
ALLIGATOR MIX ADDITION & SUBTRACTION DRILL IN ARCADE GAME FORMAT; SEVERAL LEVELS OF DIFFICULTY AND SPEED	DLM	AP,AT,CO,IB,TI	DP,EG	Y	Y				44.00
ARITH-MAGIC PRACTICE IN WHOLE NUMBER OPERATIONS, LOGIC RULES, AND EXPLORATION OF PATTERNS IN A PUZZLE FORMAT	DED	AP,CO,PE,TR	DP,EG	Y	Y	Y			35.00
ARITHMETIC-TAC-TOE PROVIDES DRILL IN BASIC OPERATIONS USING TIC-TAC-TOE GAME FORMAT	EDUTEK	AP	DP,EG	Y	Y				40.00
BASIC ARITHMETIC INCLUDES BASE TEN, MATH GAME, SPEED DRILL, ROUND, ESTIMATE, CHANGE	MECC	AT,CO,TR	DP,EG	Y	Y				44.00
BASIC NUMBER FACTS PRACTICE IN BASIC OPERATIONS WITH WHOLE NUMBERS (0-10) IN A GAME FORMAT	CNTRL DATA	AP,AT,IB,JR,TI	DP,EG	Y	Y				60.00
BATTLING BUGS/CONCENTRATN INTEGERS AND INTEGER READINESS/EQUIVALENT FRACTIONS AND VISUAL MEMORY	MILLIKEN	AP,AT	DP,EG		Y	Y			39.95
BINOMIAL MULTIPLICATION PRACTICE IN BINOMIAL MULTIPLICATION USING THE FOIL METHOD	MIC WRKSH	AP,IB,JR	DP			Y	Y		29.95
BUMBLE GAMES FIVE PROGRAMS TO INTRODUCE USE OF NUMBER PAIRS TO DESCRIBE POSITIONS IN AN ARRAY AND ON A GRID	TLC	AP,CO,IB,TC	DP,EG,PS	Y	Y				39.95
BUMBLE PLOT STUDENTS PRACTICE PLOTTING AND GRAPHING SKILLS (+5 TO -5 ON COORDINATE GRID)	TLC	AP,CO,IB,TC	DP,EG,PS	Y	Y	Y			39.95
CDIM LEVEL A MANAGED PRACTICE IN PLACE VALUE, COUNTING, ADDITION & SUBTRACTION OF WHOLE NUMBERS	SRA	AP,AT,IB	DP	Y					365.00
CDIM LEVEL B MANAGED DRILL IN OPERATIONS WITH WHOLE NUMBERS AND FRACTIONS	SRA	AP,AT,IB	DP	Y	Y				495.00
CDIM LEVEL C MANAGED DRILL IN OPERATIONS WITH WHOLE NUMBERS, FRACTIONS AND DECIMALS	SRA	AP,AT,IB	DP	Y	Y				575.00
CDIM LEVEL D MANAGED DRILL IN OPERATIONS WITH WHOLE NUMBERS, FRACTIONS, DECIMALS, RATIO, PERCENT, PRE-ALGEBRA	SRA	AP,AT,IB	DP			Y			575.00
CHALLENGE MATH PRACTICE CALCULATING & ESTIMATING WITH WHOLE NUMBERS & DECIMALS	SUNBURST	AP,CO	DP	Y	Y				55.00

MATHEMATICS - ARITHMETIC

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
COMPUTER GENRATD MTH V.2 PROVIDES WORKSHEETS OR TESTS FROM 236 OBJECTIVES INCLUDING BASIC FACTS, COUNTING, AND ESTIMATION	MECC	AP	DP,IM,PS		Y	Y			45.00
COUNTING DRILLS BEGIN WITH SIMPLE NUMBER PATTERN RECOGNITIONS AND PROGRESS TO COUNTING IN SETS OF 10	MECC	AT,CO,TC	DP	Y					46.00
DECIMAL SKILLS PRACTICE IN PLACE VALUE, NAMES AND NUMBERS, COMPARING, ORDERING AND OPERATIONS WITH DECIMALS	MILT BRAD	AP	DP		Y	Y			49.95
DEMOLITION DIVISION DIVISION DRILL IN ARCADE GAME FORMAT; SEVERAL LEVELS OF DIFFICULTY AND SPEED AVAILABLE	DLM	AP,AT,CO,IB,TI	DP,EG	Y	Y				44.00
DIVIDE FRACTIONS STEP-BY-STEP PROCEDURE FOR DIVISION OF FRACTIONS	CBS	CO	DE,DP		Y	Y	Y		24.95
DIVISION SKILLS MANAGEMENT AND TUTORIAL ON DIVISION WITH ONE-AND-TWO-DIGIT DIVISORS	MILT BRAD	AP	DP	Y	Y	Y			49.95
DRAGON MIX USERS PRACTICE DIFFICULT MULTIPLICATION AND DIVISION PROBLEMS IN AN ARCADE GAME FORMAT	DLM	AP,AT,CO,IB	DP,EG	Y	Y				44.00
EARLY GAMES F YG CHLDN NINE GAMES TO PRACTICE NUMBER RECOGNITION, COUNTING, ADDITION, SUBTRACTION, SEQUENCING & MATCHING SKILLS	SPRINGBOARD	AP,AT,CO,IB,TC	DP,EG,FS	Y					34.95
ELEM MATH CLSRM LNG SYSTEM TUTORIALS, DRILL & PRACTICE FOR WHOLE NUMBERS, FRACTIONS & DECIMALS; WITH MANAGEMENT SYSTEM	STER SWIFT	AP,IB	DP,TU	Y	Y	Y			990.00
ELEMENTARY V. 1: MATH INCLUDES HURKLE, BAGELS, AND TAXMAN PROGRAMS WHICH EMPHASIZE LOGIC & DRILL ON BASIC FACTS	MECC	AP	DP,EG,PS,SI	Y	Y				45.00
ELEMENTARY V. 4: MATH/SCI INCLUDES ESTIMATE, MATH GAME, ODELL LAKE, ODELL WOODS, AND SOLAR DISTANCE	MECC	AP	DP,EG,SI	Y	Y				49.00
ELEMENTARY V. 7:PRERD/CNT INCLUDES CATERPILLAR, TRAIN, PICTURES, WORDS, SHAPES, SMILE, WUZZLE AND SPACESHIP	MECC	AP	DP,EG	Y			Y		46.00
ERNIE'S QUIZ PLAY 4 SIMPLE COUNTING & LOGIC GAMES WITH THE MUPPETS: GUESS WHO, JELLY BEANS, FACE IT AND ERNIE'S QUIZ	APPLE	AP	EG,PS	Y					25.00
FACT TRACK IMMEDIATE RECALL DRILLS IN ARITHMETIC NUMBER FACTS	SRA	AP,AT,IB,JR,TR	DP						100.00
FAY THAT MATH WOMAN PRACTICES BASIC NUMBER FACTS THROUGH 19; MISSED PROBLEMS ARE GRAPHICALLY ILLUSTRATED ON A NUMBER LINE	DIDATECH	AP,CO	DP	Y	Y				29.95
FRACTIONS PRACTICE DART GAME INTENDED TO IMPROVE FRACTION RECOGNITION SKILLS	CNTRL DATA	AP,AT,IB,TI	DP,EG		Y	Y			60.00

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MATHEMATICS -- ARITHMETIC

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
FRENZY/FLIP FLOP GAME FORMAT FOR PRACTICING ADDITION & SUBTRACTION/PRACTICE WITH SLIDES, TURNS AND FLIPS	MILLIKEN	AP,AT,CO	DP,EG	Y	Y				39.95
FUNDAMENTAL MATH I COMPREHENSIVE DRILL OF ESSENTIAL PRIMARY MATH SKILLS	RANDOM	AP,TR	DP,EG	Y					174.00
FUNDAMENTAL MATH II COMPREHENSIVE DRILL OF ESSENTIAL INTERMEDIATE MATH SKILLS	RANDOM	AP,TR	DP,EG		Y				420.00
FUNDAMENTAL MATH III COMPREHENSIVE DRILL OF ESSENTIAL MATH SKILLS THROUGH PRE-ALGEBRA	RANDOM	AP,TR	DP,EG			Y			324.00
GALAXY MATH FACTS GAME PRACTICE OF WHOLE NUMBERS, FRACTIONS, DECIMALS, INTEGERS AND PERCENT IN SPACE GAME FORMAT	RANDOM	AP,AT,TR	DP,EG	Y	Y	Y			174.00
GOLF CLASSIC/COMPUBAR GEOMETRIC SKILLS PRACTICE WITH ANGLE & LENGTH ESTIMATION/PRACTICE WITH READING ARITHMETIC EXPRESSIONS ON GRAPHS	MILLIKEN	AP,AT,CO	DP,EG		Y	Y			39.95
GRAND PRIX USES AUTO RACE GAME FORMAT TO PRACTICE BASIC FACTS, PLACE VALUE, FRACTIONS, ESTIMATION, DECIMALS AND INTEGERS	RANDOM	AP,AT	DP,EG	Y	Y	Y			174.00
GROVER'S NUMBER ROVER GAME TO REINFORCE COUNTING SKILLS, SIMPLE SUBTRACTION AND ADDITION PROBLEMS	CBS	TC	DP,EG	Y				Y	19.95
GULP!! ARROW GRAPHICS RECOMMENDED GULP!! CONTAINS BASIC FACTS DRILL FOR ADDITION AND MULTIPLICATION	MILLIKEN	AP,AT	DP,EG	Y	Y				39.95
HE'S TAXI! STUDENTS APPLY THEIR KNOWLEDGE OF BASIC MATH IN A TAXI DRIVING SIMULATION	MILT BRAD	AP	DP,EG	Y	Y	Y			39.95
LEARNING ABOUT NUMBERS DRILL IN COUNTING, TELLING TIME AND BASIC FACTS; INCLUDES SPECIAL KEYBOARD LABELS	C & C SOFT	AP	DP,EG	Y	Y				40.00
LONG DIVISION PRACTICE FOR LONG DIVISION OF ONE, TWO, AND THREE DIGIT DIVISORS	MIC WRKSH	AP,AT,CO,IB,FE	DP		Y	Y			24.95
MANAGING LIFESTYLES THREE SIMULATIONS THAT REINFORCE MATH SKILLS WITH CALORIE COUNTING, COMPARISON SHOPPING, & BUDGETING	SUNBURST	AP,TR	DP,SI		Y	Y	Y		55.00
MASTER MATCH TV QUIZ SHOW FORMAT: USER CAN CREATE NEW GAME CONTENT	ADV ID	AP,IB	DP,EG,IM,SH	Y	Y	Y		Y	39.95
MATH ACTIVITIES 3 15 PROGRAMS OFFERS CHALLENGING COUNTING, ADDITION, SUBTRACTION, ESTIMATION, AND PROBLEM SOLVING	HOUGHTON	AP,IB,JR	DP,EG	Y					150.00
MATH ACTIVITIES 4 15 PROGRAMS REINFORCE SUCH SKILLS AS ESTIMATION, NUMBERED PAIRS, ORDER OF OPERATION, AND COMPUTATION	HOUGHTON	AP,IB,JR	DP,EG	Y	Y				150.00

MATHEMATICS - ARITHMETIC

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
MATH ACTIVITIES 5 15 PROGRAMS REINFORCE A VARIETY OF MATH AND PROBLEM-SOLVING SKILLS	HOUGHTON	AP,IB,JR	DP,EG	Y	Y				150.00
MATH ACTIVITIES 6 15 PROGRAMS OFFER CHALLENGES IN ANALYZING PROBLEMS, PERCENTS, MANIPULATION OF 2-DIMENSIONAL FIGURES	HOUGHTON	AP,IB,JR	DP,EG	Y	Y				150.00
MATH ACTIVITIES 7 15 PROGRAMS OFFER CHALLENGES IN ESTIMATION, DECIMALS, PROBLEM SOLVING, WHOLE NUMBERS & ORDER OF OPERATIONS	HOUGHTON	AP,IB,JR	DP,EG		Y	Y			150.00
MATH BASEBALL ARITHMETIC OPERATION PRACTICE IN BASEBALL GAME FORMAT	ED'L ACTV	AP,PE,TR	DP,EG	Y	Y				34.95
MATH BLASTER 600 PROBLEMS IN THE 4 BASIC ARITHMETIC OPERATIONS	DAVIDSON	AP,CO,IB	DP,EG	Y	Y				49.95
MATH CONCEPTS I & II ARITHMETIC TOPICS THAT FREQUENTLY CAUSE DIFFICULTY, INCLUDING GCF AND LCM, ROUNDING DECIMALS	HARTLEY	AP	DP,TU	Y	Y				39.95
MATH SEQUENCES PRACTICES NUMBER READINESS AND FOUR ARITHMETIC OPERATIONS WITH INTEGERS, FRACTIONS, AND DECIMALS	HILLIKEN	AP,AT,PE,TR	DP	Y	Y	Y			450.00
MATH STRATEGIES PRACTICE COMPUTATIONAL STRATEGIES WITH LARGE NUMBERS IN GAME FORMAT	SRA	AP	DP,EG				Y	Y	235.00
MATHWARE PRACTICE IN THE FOUR OPERATIONS OF WHOLE NUMBERS, FRACTIONS AND DECIMALS	ESSERTIER	AP	DP,TU	Y	Y	Y			350.00
METEOR MISSION MULTIPLICATION GAME; USER CAN CREATE NEW GAME CONTENT	DLM	AP	DP,EG,IM,SH	Y	Y	Y			44.00
METEOR MULTIPLICATION BUILDS SKILLS IN MULTIPLYING WHOLE NUMBERS; ARCADE GAME FORMAT	DLM	AP,AT,CO,IB,TI	DP,EG	Y	Y				44.00
METRIC & PROBLEM SOLVING ELEMENTARY PROGRAMS FOR DRILLING METRIC SKILLS AND PRACTICING PROBLEM SOLVING CONCEPTS	HECC	AT	DP,PS	Y	Y				46.00
MINUS MISSION SUBTRACTION OF WHOLE NUMBERS IN ARCADE GAME FORMAT WITH VARIABLE SPEEDS	DLM	AP,AT,CO,IB,TI	DP,EG	Y	Y				44.00
MULTIPLYING FRACTIONS PRACTICE IN MULTIPLYING TWO COMMON FRACTIONS WITH AND WITHOUT REDUCING	HIC WRKSH	AP,AT,CO,IB,PE	DP		Y	Y			24.95
NUMBER FARM SIX COLORFUL, MUSICAL GAMES USE ANIMATION TO TEACH AND REINFORCE COUNTING AND NUMBER CONCEPTS	DLM	AP,CO	DP,EG	Y					29.95
NUMBER MATCH MATCHING A NUMERAL WITH DOMINO PATTERN AND THEN WITH A SET OF OBJECTS	BERTAMAX	AT,CO,TC,TR	DP,EG	Y					24.95

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MATHEMATICS - ARITHMETIC									
TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
NUMBER WORDS-LEVEL 1&2 NUMBER RECOGNITION DRILLS (1-99)	HARTLEY	AP	DP	Y	Y				29.95
READ & SOLVE MATH PROBS PRACTICE IN LINEAR CONVERSION OF WRITTEN PROBLEMS TO NUMBER PROBLEMS	ED'L ACTV	AP,AT,CO,IB,PE	DP,TU		Y				98.00
STICKYBEAR NUMBERS ANIMATED GRAPHICS REINFORCE COUNTING AND RECOGNITION OF NUMBERS 1 THROUGH 10	WEEK READ	AP,AT,CO	DP,EG	Y					39.95
SURVIVAL MATH INCLUDES HOT DOG STAND, AN ECONOMIC SIMULATION	SUNBURST	AP,AT,CO,TR	DP,EG,PS,SI		Y	Y	Y		55.00
TEASERS BY TORRS TWO PROGRAMS TO PRACTICE LOGICAL WAYS TO SOLVE ADDITION AND MULTIPLICATION PROBLEMS	SUNBURST	AP,AT,CO,TC,TR	DP,EG,PS		Y	Y	Y		55.00
THREE R MATH CLASSROOM KIT SEQUENCED PRACTICE OF WHOLE NUMBER OPERATIONS	APX	AT	DP	Y	Y	Y			49.95
WHATSIT CORPORATION BUSINESS SIMULATION THAT DEMANDS THE APPLICATION OF BASIC MATH SKILLS	SUNBURST	AP,TR	DP,EG,SI		Y	Y	Y		55.00
WHOLE NUMBERS; PRACTICE PRACTICE BASIC NUMBER FACTS IN A PINBALL GAME FORMAT	CNTRL DATA	AP,AT,IB,JR,TI	DP,EG		Y	Y			59.95

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MATHEMATICS - GEOMETRY & MEASUREMENT

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
BUMBLE PLOT STUDENTS PRACTICE PLOTTING AND GRAPHING SKILLS (+5 TO -5 ON COORDINATE GRID)	TLC	AP,CO,IB,TC	DP,EG,PS	Y	Y	Y			39.95
ELEMENTARY V. 7:PRERD/CNT INCLUDES CATERPILLAR, TRAIN, PICTURES, WORDS, SHAPES, SMILE, WUZZLE AND SPACESHIP	MECC	AP	DP,EG	Y			Y		46.00
EXPLORER METROS STUDENTS LEARN TO ESTIMATE METRIC MEASUREMENTS WHILE EXPLORING AN ALIEN PLANET	SUNBURST	AP	DP,EG		Y	Y	Y		55.00
FRENZY/FLIP FLOP GAME FORMAT FOR PRACTICING ADDITION & SUBTRACTION/PRACTICE WITH SLIDES, TURNS AND FLIPS	MILLIKEN	AP,AT,CO	DP,EG	Y	Y				39.95
GEOMETRIC CONCEPTS: AREA DRILLS IN CALCULATING AREAS OF RECTANGLES, SQUARES, PARALLELOGRAMS AND TRIANGLES	JOSTENS	AP	DP		Y	Y	Y		120.00
GEOMETRIC CONCEPTS: PERIMETER DRILLS IN CALCULATING PERIMETERS OF RECTANGLES, SQUARES, PARALLELOGRAMS AND TRIANGLES	JOSTENS	AP	DP		Y	Y	Y		120.00
GOLF CLASSIC/COMPUBAR GEOMETRIC SKILLS PRACTICE WITH ANGLE & LENGTH ESTIMATION/PRACTICE WITH READING ARITHMETIC EXPRESSIONS ON GRAPHS	MILLIKEN	AP,AT,CO	DP,EG		Y	Y			39.95
INTERPRETING GRAPHS INTRODUCES GRAPHIC INTERPRETATION OF FUNCTIONAL RELATIONSHIPS, WITH PRACTICE IN GAME FORMAT	CONDUIT	AP,PE,TR	DE,DP,EG		Y	Y	Y		40.00
MATH ACTIVITIES 3 15 PROGRAMS OFFERS CHALLENGING COUNTING, ADDITION, SUBTRACTION, ESTIMATION, AND PROBLEM SOLVING	HOUGHTON	AP,IB,JR	DP,EG	Y					150.00
MATH ACTIVITIES 4 15 PROGRAMS REINFORCE SUCH SKILLS AS ESTIMATION, NUMBERED PAIRS, ORDER OF OPERATION, AND COMPUTATION	HOUGHTON	AP,IB,JR	DP,EG	Y	Y				150.00
MATH ACTIVITIES 5 15 PROGRAMS REINFORCE A VARIETY OF MATH AND PROBLEM-SOLVING SKILLS	HOUGHTON	AP,IB,JR	DP,EG	Y	Y				150.00
MATH ACTIVITIES 6 15 PROGRAMS OFFER CHALLENGES IN ANALYZING PROBLEMS, PERCENTS, MANIPULATION OF 2-DIMENSIONAL FIGURES	HOUGHTON	AP,IB,JR	DP,EG	Y	Y				150.00
MATH ACTIVITIES 7 15 PROGRAMS OFFER CHALLENGES IN ESTIMATION, DECIMALS, PROBLEM SOLVING, WHOLE NUMBERS & ORDER OF OPERATIONS	HOUGHTON	AP,IB,JR	DP,EG		Y	Y			150.00
MATHEMATICS V.3 COVERS GEOMETRIC CONCEPTS OF AREA AND PERIMETER	MECC	AP	DP,TU				Y		37.30
PLANE ANALYTICAL GEOMETRY STUDENTS WORK WITH PROBLEMS RELATED TO STRAIGHT LINES AND CONIC SECTIONS	RADIO SHAK	TC,TR	DP					Y	39.95
STICKYBEAR SHAPES IDENTIFYING, CHOOSING AND NAMING SHAPES USING COLORFUL ANIMATION	WEEK READ	AP,AT,CO	DP,EG	Y					39.95

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MATHEMATICS - STATISTICS

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
NONE SELECTED									

MUSIC

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
DOREMI TEACHES THE AURAL IDENTIFICATION OF INTERVALS OF THE MAJOR SCALES; REQUIRES DACBOARD	TEMPORAL	AP	DP		Y	Y	Y		75.00
HARMONIOUS DICTATOR TRAINING IN RECOGNITION OF CHORD PROGRESSIONS; REQUIRES DACBOARD	TEMPORAL	AP	DP				Y		150.00
MODE DRILLS VISUAL AND AURAL DRILL ON MODES; REQUIRES DACBOARD	TEMPORAL	AP	DP		Y	Y	Y		70.00
MUSIC CONSTRUCTION SET USES ICONS TO CREATE, EDIT, CUT AND PASTE, AND RECORD MUSIC; USES MUSIC NOTATION	ELECTR ART	AP,AT,CD	CA,DE	Y	Y	Y	Y		50.00
MUSIC I, II, III 18 PROGRAMS DRILL ON TERMS AND NOTATION, RHYTHM, PITCH, INTERVALS, SCALES AND CHORDS	MECC	AT	DP		Y	Y	Y		46.00
MUSIC THEORY 18 PROGRAMS DRILL ON TERMS AND NOTATION, RHYTHM, PITCH, INTERVALS, SCALES AND CHORDS	MECC	AP	DP		Y	Y	Y		49.00
PITCH ID# DRILLS(W/O ACC) VISUAL DRILLS OF THE NAMES OF LINES AND SPACES IN THE TREBLE AND BASS CLEFS; REQUIRES DACBOARD	TEMPORAL	AP	DP	Y	Y	Y	Y		50.00
SONGWRITER ALLOWS USER TO COMPOSE AND REWRITE COMPLICATED MELODIES WITHOUT USING MUSICAL NOTATION	SCARBOROUGH	AP,AT,CD,IB	CA,DE		Y	Y	Y		39.95
TONEY LISTENS TO MUSIC 10 LEVELS OF MUSIC DISCRIMINATION: TUNES, DIRECTION, INTERVAL, TEMPO, RHYTHM, MELODIC MOTION; REQUIRES DACBOARD	TEMPORAL	AP	DE,DP,EG		Y	Y	Y		90.00

PHYSICAL EDUCATION/SPORTS

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
NONE SELECTED									

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PRIMARY/PRESCHOOL

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ALPHABET CIRCUS SIX COLORFUL MUSICAL GAMES INTRODUCE AND REINFORCE THE RECOGNITION OF LETTERS OF THE ALPHABET	DLM	AP,CO	DP,EG	Y					29.95
COOKIE MONSTER'S LTR CRCH FOUR MULTIPLE CHOICE, LETTER MATCHING ACTIVITIES; EDITOR LETS USER CHANGE WORD LISTS	RADIO SHAK	TC	DP,EG	Y					19.95
DELTA DRAWING YOUNG STUDENTS PROGRAM BY USING SIMPLE COMMANDS TO CREATE COLORED DESIGNS	SPINNAKER	AP,AT,CO,IB	CA,CP,EG,PS	Y	Y	Y			49.95
EARLY GAMES F YG CHLDN NINE GAMES TO PRACTICE NUMBER RECOGNITION, COUNTING, ADDITION, SUBTRACTION, SEQUENCING & MATCHING SKILLS	SPRINGBOARD	AP,AT,CO,IB,TC	DP,EG,PS	Y					34.95
ERNIE'S MAGIC SHAPES BY WATCHING ERNIE'S MAGIC ACT, CHILDREN DEVELOP AND REINFORCE VISUAL DISCRIMINATION SKILLS	CRS	AT,CO,IB,JR	EG,PS	Y					24.95
ERNIE'S QUIZ PLAY 4 SIMPLE COUNTING & LOGIC GAMES WITH THE MUPPETS: GUESS WHO, JELLY BEANS, FACE IT AND ERNIE'S QUIZ	APPLE	AP	EG,PS	Y					25.00
GERTRUDE'S PUZZLES STUDENTS SOLVE PUZZLES INVOLVING RECOGNITION OF COLOR AND SHAPE PATTERNS	TLC	AP	EG,PS	Y	Y	Y			44.95
GERTRUDE'S SECRETS STUDENTS DEVELOP CRITICAL THINKING SKILLS AS THEY FIND PATTERNS IN COLORS AND SHAPES	TLC	AP	EG,PS	Y	Y				44.95
INSTANT ZOO FIVE EDUCATIONAL GAMES TO TEACH IDENTIFICATION AND MATCHING OF WORDS AND LETTERS	APPLE	AP	DP,EG	Y					25.00
LEARNING ABOUT NUMBERS DRILL IN COUNTING, TELLING TIME AND BASIC FACTS; INCLUDES SPECIAL KEYBOARD LABELS	C & C SOFT	AP	DP,EG	Y	Y				40.00
LEARNING WITH LEEPER FOUR ANIMATED GAMES TO PRACTICE SHAPE MATCHING, COUNTING AND EYE-HAND COORDINATION	SIERRA	AP,AT,CO	DP,EG	Y					29.95
LETTERS AND WORDS THREE GAMES TO PRACTICE ALPHABETIZING, MATCHING UPPER AND LOWER CASE LETTERS, AND SIGHT WORDS	LEARN WELL	AP	DP,EG,TU	Y					49.95
MIX AND MATCH STUDENTS PLAY 4 SIMPLE VOCABULARY AND LOGIC GAMES AGAINST COMPUTER; INCLUDES EDITOR TO CHANGE WORD LISTS	APPLE	AP	CA,EG,PS	Y	Y	Y			25.00
MOPTOWN PARADE SEVEN GAMES TEACH LOGICAL THINKING, STRATEGY DEVELOPMENT AND PATTERN RECOGNITION	TLC	AP,TC	EG,PS	Y	Y	Y			39.95
MUPPET LEARNING KEYS EASY-TO-USE KID'S KEYBOARD FEATURES LETTER KEYS IN ALPHABETICAL ORDER AND OTHER LEARNING AIDS	SUNBURST	AP,CO	CA,DP,EG	Y					69.95
NUMBER FARM SIX COLORFUL, MUSICAL GAMES USE ANIMATION TO TEACH AND REINFORCE COUNTING AND NUMBER CONCEPTS	DLM	AP,CO	DP,EG	Y					29.95

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PRIMARY/PRESCHOOL

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
STICKYBEAR ARC COLOR/ANIMATION/MUSIC DISPLAYS PRESENTED IN RESPONSE TO LETTER KEYS PRESSED BY CHILD	WEEK READ	AP,AT	DP,EG	Y					39.95
STICKYBEAR NUMBERS ANIMATED GRAPHICS REINFORCE COUNTING AND RECOGNITION OF NUMBERS 1 THROUGH 10	WEEK READ	AP,AT,CO	DP,EG	Y					39.95
STICKYBEAR OPPOSITES COLOR/ANIMATION DISPLAYS CONCEPTS OF FULL/EMPTY, UP/DOWN, IN FRONT OF/BEHIND	WEEK READ	AP,AT,CO	DP,EG,PS	Y					39.95
STICKYBEAR SHAPES IDENTIFYING, CHOOSING AND NAMING SHAPES USING COLORFUL ANIMATION	WEEK READ	AP,AT,CO	DP,EG	Y					39.95

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PROBLEM SOLVING

TITLE	FUEL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ADVENTUREWRITER USER CAN CREATE ADVENTURE GAMES WITHOUT KNOWLEDGE OF PROGRAMMING	CODEWRITER	AP,CO,IB	AU,CA,PS,WP		Y	Y	Y		60.00
ANALOGIES PRACTICE IN ANALYZING DIFFERENT TYPES OF ANALOGIES	PRO DESIGN	AP,AT,CO,TI	DP,PS		Y	Y	Y		24.95
APPLE LOGO STUDENTS LEARN STRUCTURED PROGRAMMING CONCEPTS BY CREATING COLOR GRAPHICS	APPLE	AP	CP,PS	Y	Y	Y	Y	Y	100.00
APPLE LOGO II IMPROVED AND ENHANCED VERSION OF APPLE LOGO	APPLE	AP	CP,PS	Y	Y	Y	Y	Y	100.00
APPLE SPRITE LOGO FULL IMPLEMENTATION OF LOGO, INCLUDING 30 SPRITES; A BOARD AND DISK COMBINATION	LCSI	AP	CP,PS	Y	Y	Y	Y	Y	300.00
ARCADE MACHINE AN AUTHORIZING SYSTEM FOR DEVELOPING ARCADE GAMES	BRODERBUND	AP,AT	AU,EG,PS			Y	Y		59.95
ARCHON ADAPTS BOARD GAME FORMAT TO COMPUTER TO CHALLENGE AND DEVELOP PROBLEM SOLVING SKILLS	ELECTR ART	AT,CO	EG,PS		Y	Y	Y		40.00
ARCHON II: ADEPT POWERS OF DARK AND LIGHT CLASH IN A STRATEGY GAME; PLAYED ON TWO BOARDS	ELECTR ART	AT	EG,PS			Y	Y		40.00
ATARI LOGO FULL IMPLEMENTATION OF THE LOGO LANGUAGE, WITH SPRITES	ATARI	AT	CP,DP,PS	Y	Y	Y	Y	Y	100.00
BIRTH OF THE PHOENIX TEXT-ONLY ADVENTURE GAME REQUIRES READING, MAPPING AND ATTENTION TO DETAIL	PHOENIX	AP,PE	EG,PS		Y	Y			22.00
BUMBLE GAMES FIVE PROGRAMS TO INTRODUCE USE OF NUMBER PAIRS TO DESCRIBE POSITIONS IN AN ARRAY AND ON A GRID	TLC	AP,CO,IB,TC	DP,EG,PS	Y	Y				39.95
BUMBLE PLOT STUDENTS PRACTICE PLOTTING AND GRAPHING SKILLS (+5 TO -5 ON COORDINATE GRID)	TLC	AP,CO,IB,TC	DP,EG,PS	Y	Y	Y			39.95
CHECKERS PLAY CHECKERS AT 16 LEVELS OF DIFFICULTY; INCLUDES BOOK ON STRATEGY	ODESTA	AP,AT,CO	EG		Y	Y	Y		49.95
CHES PLAY CHES AT 17 LEVELS OF DIFFICULTY; INCLUDES BOOK ON STRATEGY	ODESTA	AP,AT,CO	EG		Y	Y	Y		69.95
CODE QUEST BREAK ENCODED MESSAGES TO IDENTIFY A MYSTERY OBJECT	SUNBURST	AP,AT,CO,TC	EG,PS		Y	Y			49.00
COMMODORE LOGO FULL GRAPHIC IMPLEMENTATION OF LOGO, WITH SPRITES	COMMODORE	CO	CP,PS	Y	Y	Y	Y	Y	99.95

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PROBLEM SOLVING									
TITLE	FUEL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
COMP-U-SOLVE 10 CLASSIC PUZZLES DEVELOP AND REINFORCE PROBLEM-SOLVING SKILLS	ED'L ACTV	AP,CO,TR	EG,PS		Y	Y	Y		109.00
CRYPTO CUBE 4-SIDED WORD PUZZLE FOR 1 OR 2 PLAYERS; 50 PUZZLES PROVIDED, CAN CREATE NEW ONES	DESIGNWARE	AP,AT,CO,IB	DP,EG,IM,SH	Y	Y	Y	Y	Y	39.95
DARK CRYSTAL A FULL GRAPHIC ADVENTURE; SIMULATES MOVIE AND BOOK OF SAME TITLE	SIERRA	AP,IB	EG,PS		Y	Y	Y		37.95
DELTA DRAWING YOUNG STUDENTS PROGRAM BY USING SIMPLE COMMANDS TO CREATE COLORED DESIGNS	SPINNAKER	AP,AT,CO,IB	CA,CP,EG,PS	Y	Y	Y			49.95
DISCRIM ATRB & RULES MULTI-DISK SET TO TEACH DISCRIMINATION AS PART OF THE PROBLEM SOLVING PROCESS	SUNBURST	AP	EG,PS	Y	Y	Y			190.00
DRAGON'S KEEP PRACTICE READING SKILLS WHILE SEARCHING DRAGON TERRITORY TO RESCUE ANIMALS	SIERRA	AP	EG,PS	Y	Y				29.95
EARLY GAMES F YG CHLDN NINE GAMES TO PRACTICE NUMBER RECOGNITION, COUNTING, ADDITION, SUBTRACTION, SEQUENCING & MATCHING SKILLS	SPRINGBOARD	AP,AT,CO,IB,TC	DP,EG,PS	Y					34.95
ERNIE'S QUIZ PLAY 4 SIMPLE COUNTING & LOGIC GAMES WITH THE MUPPETS; GUESS WHO, JELLY BEANS, FACE IT AND ERNIE'S QUIZ	APPLE	AP	EG,PS	Y					25.00
EZ LOGO TWO PROGRAMS FORM A SUBSET OF LOGO COMMANDS TO INTRODUCE LOGO TO YOUNG CHILDREN	MECC	AP	CP,PS	Y	Y				48.00
FACTORY CREATE GEOMETRIC PRODUCTS USING THREE PROGRAMS: TEST A PROGRAM, BUILD A FACTORY, AND MAKE A PRODUCT	SUNBURST	AP,AT,CO,IB,JR	EG,PS,SI		Y	Y	Y		55.00
FUN HOUSE MAZE MOVING THROUGH A 3-DIMENSIONAL MAZE, STUDENTS DEVELOP PROBLEM-SOLVING AND PROGRAMMING SKILLS	SUNBURST	AP	DR,EG,PS		Y	Y	Y		55.00
GERTRUDE'S PUZZLES STUDENTS SOLVE PUZZLES INVOLVING RECOGNITION OF COLOR AND SHAPE PATTERNS	TLC	AP	EG,PS	Y	Y	Y			44.95
GERTRUDE'S SECRETS STUDENTS DEVELOP CRITICAL THINKING SKILLS AS THEY FIND PATTERNS IN COLORS AND SHAPES	TLC	AP	EG,PS	Y	Y				44.95
GRIMBLE PROCESS, THE PRACTICE IN LOGICAL THINKING SKILLS; REQUIRES UFONIC VOICE SYSTEM	BORG WARNR	AP	PS	Y	Y				75.00
HIGH RISE SHAPE PERCEPTION AND LOGICAL PLANNING PRACTICE IN A GAME FORMAT	MICRO LAB	AP	EG,PS	Y	Y	Y			30.00
HOT DOG STAND ECONOMIC SIMULATION LETS STUDENT OPERATE A HOT DOG STAND AT FOOTBALL GAMES	SUNBURST	AP,AT,CO,IB,TR	EG,PS,SI		Y	Y			49.00

PROBLEM SOLVING

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
IBM LOGO A FULL IMPLEMENTATION OF LCSI LOGO	IBM	IB	CP,PS	Y	Y	Y	Y	Y	175.00
IN SEARCH OF MOST AMAZING READING & NOTE-TAKING SKILLS HELP USER FIND THE MOST AMAZING THING USING COMPUTER-GENERATED CLUES	SPINNAKER	AP,AT,CO,IB,JR	EG,PS		Y	Y	Y		39.95
INCREDIBLE LABORATORY DESIGN EXPERIMENTS TO DETERMINE THE COMBINATION OF CHEMICALS NEEDED TO PRODUCE EACH MONSTER	SUNBURST	AP,AT,CO	EG,PS		Y	Y	Y		55.00
JIGSAW A MINDSTRETCHER GAME LETS STUDENTS SOLVE JIGSAW PUZZLES ON-SCREEN	ISL SOFTWR	AP,CO,PE	EG,PS		Y	Y			25.00
JINX/WELTER TWO MINDSTRETCHER GAMES TO DEVELOP DEDUCTIVE REASONING AND MATHEMATICAL INSIGHTS	ISL SOFTWR	AP,CO,PE	EG,PS		Y	Y			25.00
JUGGLES' RAINBOW REINFORCES THE CONCEPTS OF LEFT & RIGHT, ABOVE & BELOW	TLC	AP,AT,CO,TC	DP,EG	Y					29.95
KING'S RULE GAME ALLOWS STUDENTS TO TEST AND GENERATE HYPOTHESES FOR PARTICULAR NUMBER COMBINATIONS	SUNBURST	AP,CO,TR	EG,PS		Y	Y	Y		55.00
KRELL'S MIT LOGO A VERSION OF M.I.T. LOGO PROGRAMMING LANGUAGE	KRELL	AP	CP,PS,SI			Y		Y	89.95
LOGIC GATES 30 LESSONS USE A SCHEMATIC WITH 8 GATES TO TEACH LOGICAL THINKING; APPROPRIATE FOR HIGH SCHOOL ELECTRONICS	TIES	AP	PS,TU			Y	Y		40.00
MEMORY CASTLE A KNIGHT MUST REMEMBER AND PERFORM AN INCREASING LIST OF ACTIVITIES TO COMPLETE A MISSION THRU THE CASTLE	SUNBURST	AP,CO,IB	EG,PS		Y	Y	Y		55.00
MEMORY: THE FIRST STEP PUPPET DEFINES AND TEACHES SEQUENTIAL PROBLEM-SOLVING SKILLS WITH GRAPHICS AND SOUND	SUNBURST	AP,IB	DP,PS	Y	Y				250.00
MICROBE GUIDE A MINIATURE SUB THROUGH THE HUMAN BODY TO FIND AND RID THE BODY OF DISEASE AND DAMAGE	SYNERG SFT	AP	EG,PS,SI			Y	Y		44.95
MIND PUZZLES VARIED ACTIVITIES SUPPORT THE TEACHING OF PROBLEM SOLVING STRATEGIES	MECC	AP	PS,SI			Y	Y		44.00
MIX AND MATCH STUDENTS PLAY 4 SIMPLE VOCABULARY AND LOGIC GAMES AGAINST COMPUTER; INCLUDES EDITOR TO CHANGE WORD LISTS	APPLE	AP	CA,EG,PS	Y	Y	Y			25.00
MOPTOWN HOTEL USERS CREATE ATTRIBUTE PATTERNS OF BIBBETTS & GRIBBETTS IN THIS COMPETITIVE LOGIC GAME	TLC	AP,TC	EG,PS		Y	Y	Y		39.95
MOPTOWN PARADE SEVEN GAMES TEACH LOGICAL THINKING, STRATEGY DEVELOPMENT AND PATTERN RECOGNITION	TLC	AP,TC	EG,PS	Y	Y	Y			39.95

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PROBLEM SOLVING

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ODIN THE GAME OF OTHELLO WITH 14 DIFFICULTY LEVELS	ODESTA	AP,AT,TR	EG,PS,TU			Y	Y		49.95
PINBALL CONSTRUCTION SET STUDENT DESIGNS AND CONSTRUCTS PINBALL GAMES BY MANIPULATING COMPONENTS ON SCREEN	ELECTR ART	AP	AU,EG,PS		Y	Y	Y		40.00
POND, THE DISCOVER PATTERNS AND IMPROVE PERCEPTION BY ANALYZING FROG JUMPS ACROSS A MAZE OF LILY PADS	SUNBURST	AP,AT,CO,IB,JR	EG,PS	Y	Y	Y			49.00
PROBLEM SLVG STRAT TEACHES 3 PROBLEM SOLVING STRATEGIES: TRIAL & ERROR, EXHAUSTIVE LISTING & SIMPLIFYING THE PROBLEM	MECC	AP	PS,TU			Y	Y		48.00
PUZZLE TANKS STUDENTS THINK INDUCTIVELY TO FILL STORAGE TANKS (FKA "AMAZING THINKTANKS")	SUNBURST	AP	EG,PS		Y	Y	Y		49.00
ROBOT ODYSSEY DESIGN AND BUILD ROBOTS, THEN CREATE AND PLAY AN ADVENTURE GAME USING THE ROBOTS	TLC	AP	CP,EG,PS,SI			Y	Y		49.95
ROBOT PROBE STUDENT LANDS ON A STRANGE PLANET, THEN USES SIMPLE COMMANDS TO PROGRAM A ROBOT TO PICK UP 4 SPACE PROBES	SUNBURST	TR	CP,EG,PS,SI						55.00
ROCKY'S ROOTS LOGICALLY ANALYZE AND BUILD SIMPLE ELECTRONIC CIRCUITS USING COMPONENTS FOUND IN DIGITAL COMPUTERS	TLC	AP,AT,CO,IB	CA,PS,SI	Y	Y	Y	Y		49.95
SARGON III A CHESS PROGRAM WHICH INCLUDES CLASSIC GAMES AND HINT MODES	HAYDEN	AP,MC	EG,PS		Y	Y	Y		49.95
SEMCALC SEMANTIC CALCULATOR IS A TOOL TO DEVELOP PROBLEM SOLVING STRATEGIES IN INTERPRETING WORD PROBLEMS	SUNBURST	AP,AT,TR	DP,PS,TU			Y	Y		95.00
SNOOPER TROOPS #1 DETECTIVE PLAYERS INTERVIEW, MAP, STUDY CLUES & COMPUTE TO SOLVE GHOST MYSTERY	SPINNAKER	AC,AP,AT,CO,IB	EG,PS		Y	Y	Y		44.95
SNOOPER TROOPS #2 DETECTIVE PLAYERS INTERVIEW, MAP, STUDY CLUES & COMPUTE TO SOLVE MYSTERY	SPINNAKER	AP,AT,CO,IB,JR	EG,PS		Y	Y	Y		44.95
SPECTRUM LOGIC GAME USING HIDDEN PATTERN OF COLORED BARS TO TEACH FUNDAMENTAL PROGRAMMING SKILLS AND CONCEPTS	SUNBURST	AP,TI	CP,EG,PS			Y	Y		55.00
SPOTLIGHT FOUR LOGIC AND NUMBER GUESSING GAMES PIT PLAYER AGAINST COMPUTER	APPLE	AP	EG,PS		Y	Y			25.00
SQUARE PAIRS CONCENTRATION GAME ALLOWING MATCHED SETS OF WORDS OR NUMBERS TO BE ENTERED BY STUDENT OR TEACHER	SCHOLASTIC	AP,AT,CO,VC	DP,EG,SH	Y	Y	Y	Y	Y	19.95
STICKYBEAR OPPOSITES COLOR/ANIMATION DISPLAYS CONCEPTS OF FULL/EMPTY, UP/DOWN, IN FRONT OF/BEHIND	WEEK READ	AP,AT,CO	DP,EG,PS	Y					39.95

PROBLEM SOLVING

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
STICKYBEAR SHAPES IDENTIFYING, CHOOSING AND NAMING SHAPES USING COLORFUL ANIMATION	WEEK READ	AP,AT,CO	DP,EG	Y					39.95
TEASERS BY TOBBS TWO PROGRAMS TO PRACTICE LOGICAL WAYS TO SOLVE ADDITION AND MULTIPLICATION PROBLEMS	SUNBURST	AP,AT,CO,TC,TR	DP,EG,PS		Y	Y	Y		55.00
TERRAPIN LOGO A VERSION OF M.I.T. LOGO PROGRAMMING LANGUAGE	TERRAPIN	AP	CP,PS	Y	Y	Y	Y	Y	149.95
TK! SOLVER FORMULA PROCESSOR FOR TECHNICAL & SCIENTIFIC APPLICATIONS	SOFTWARE ART	AP,IB,JR,TI	PS				Y	Y	100.00
TRAFFIC JAM A MINDSTRETCHER GAME IN WHICH CARS ARE MOVED TO CREATE A TRAFFIC JAM SO THE OPPONENT CANNOT MOVE	ISL SOFTWR	AP,CO,PE	EG,PS		Y	Y			25.00
TROLL'S TALE ADVENTURE GAME JOURNEY INTO TROLL TERRITORY IN SEARCH OF HIDDEN TREASURES	SIERRA	AP	EG,GG,PS	Y	Y				29.95
TRS-80 COLOR LOGO IMPLEMENTATION OF TURTLE GRAPHICS; NO LIST PROCESSING CAPABILITIES	RADIO SHAK	TC	CP,PS	Y	Y	Y	Y	Y	99.00
TURTLE GRAPHICS II CREATES COMPLEX TURTLE GRAPHICS AND INTRODUCES PROGRAMMING CONCEPTS	HUMAN	CO	CA,CP,PS	Y	Y	Y			59.95
WIZARDRY TRAIN THE EXPLORERS YOU TAKE ON THIS GRAPHICS ADVENTURE GAME; MANY DIFFICULTY LEVELS	SIRI-TECH	AP	EG,PS			Y	Y		49.95
ZORK I & II TEXT-ONLY ADVENTURE GAMES THAT REQUIRE READING, MAPPING & PROBLEM SOLVING SKILLS	INFOCOM	AP,IB	EG,PS		Y	Y	Y		39.95

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SCIENCE - ASTRONOMY

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ELEMENTARY V. 4: MATH/SCI INCLUDES ESTIMATE, MATH GAME, ODELL LAKE, ODELL WOODS, AND SOLAR DISTANCE	MECC	AP	DP,EG,SI	Y	Y				49.00
SKY TRAVEL PLANETARIUM ON COMPUTER LETS STUDENTS EXPLORE RELATIONSHIPS BETWEEN HISTORICAL AND ASTRONOMICAL EVENTS	COMMODORE	CO	SI			Y	Y		29.85
TELLSTAR LOCATES, IDENTIFIES, AND PROVIDES INFORMATION ON STELLAR OBJECTS	SCHARF SOFTWARE	AP,IB	DE.SI				Y		39.95

SCIENCE - BIOLOGY

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
BIRDBREED ALLOWS EXPLORATION OF GENETIC PRINCIPLES FOR 16 BREEDING GROUPS OF BIRDS OF DEFINED PHENOTYPES	EDUTECH	AP	PS,SI				Y		110.00
CATLAB GENETIC SIMULATION ALLOWS STUDENTS TO MATE DOMESTIC CATS SELECTED BY COAT COLOR & PATTERN	CONDUIT	AP	PS,SI			Y	Y		75.00
COMPETE USER FORMULATES CONCLUSIONS BASED ON COMPUTER SIMULATED INTERACTION BETWEEN FLOWERING PLANTS	CONDUIT	AP,FE,TR	PS,SI				Y		40.00
EXPERIMENTS IN HUMAN PHYS GRAPHICALLY DISPLAYS MEASUREMENTS OF RESPONSE TIME, SKIN TEMPERATURE, RESPIRATION AND HEART RATE	HRM SOFTWR	AP	CA,DE			Y	Y		249.00
EXPERIMENTS IN SCIENCE SPECIAL LAB EQUIPMENT FOR COMPUTER EXPERIMENTS: BIOLOGY, PHYS.CS, CHEMISTRY & EARTH SCIENCE	HRM SOFTWR	AP	CA,DE				Y		249.00
GENETICS TWO PROGRAMS: CHROMY BUG(PARENTAL GENE TRAITS) AND BLOOD TYPING(IDENTIFICATION OF BLOODTYPES)	TIES	AP	DP,SI		Y	Y			49.95
HEART LAB SIMULATES THE HUMAN HEARTBEAT BY SHOWING PUMPING ACTION AND TRACING BLOOD FLOW	ED'L ACTV	AP,PE,TR	DE,SI,TU			Y	Y		39.95
HEREDITY DOG A GENETIC SIMULATION THAT ALLOWS STUDENTS TO MATE DOGS OF DIFFERENT COAT COLORS AND PATTERNS	HRM SOFTWR	AP	PS,SI				Y		49.00
MICROBE GUIDE A MINIATURE SUB THROUGH THE HUMAN BODY TO FIND AND RID THE BODY OF DISEASE AND DAMAGE	SYNERG SFT	AP	EG,PS,SI			Y	Y		44.95
OPERATION FROG A LABORATORY SIMULATION TOOL TO DISSECT AND IDENTIFY BASIC FROG PARTS	SCHOLASTIC	AP	SI			Y	Y		59.95
SCIENCE V.3 PROGRAMS APPROPRIATE FOR EARTH SCIENCE AND LIFE SCIENCE CLASSES: FISH, MINERALS, ODELL LAKE	MECC	AP	PS,SI		Y	Y	Y		49.00

SCIENCE - BIOLOGY

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
SKELETAL SYSTEM IDENTIFIES AND DESCRIBES THE POSITIONS AND FUNCTIONS OF BONES, LIGAMENTS, CARTILAGE & JOINTS	BRAINBANK	PE	DP,TU			Y	Y		44.95
STATISTICS FOR BIOLOGISTS PERFORMS A VARIETY OF THE MOST FREQUENTLY USED STATISTICAL CALCULATIONS	SCOTT FORS	AP	DE,TU				Y		59.95
WATER POLLUTION EXAMINES THE EFFECTS OF POLLUTANTS ON AQUATIC LIFE IN VARIED ENVIRONMENTS	EME	AP,TR	PS,SI,TU			Y	Y		29.50

SCIENCE - CHEMISTRY

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ATOM, THE LESSON AND QUIZ ON BASIC PRINCIPLES OF ATOMIC STRUCTURE	MICRO-ED	CO,PE	DP		Y	Y			100.00
CHEM LAB SIMULATIONS 1 USE AN ACID-BASE TITRATION SIMULATION TO DETERMINE ENDPOINT, VOLUME AND CONCENTRATION	HIGH TECH	AP	SI				Y		100.00
CHEM LAB SIMULATIONS 2 IDEAL GAS LAW AND ENTROPY SIMULATIONS	HIGH TECH	AP	SI				Y		100.00
CHEM LAB SIMULATIONS 3 SIMULATES 4 EXPERIMENTS DEALING WITH CALORIMETRY AND DEMONSTRATES HESS'S LAW	HIGH TECH	AP	SI				Y		100.00
CHEM LAB SIMULATIONS 4 TWO THERMODYNAMIC SIMULATIONS: HEAT OF VAPORIZATION AND HEAT EXCHANGE IN AN EQUILIBRIUM REACTION	HIGH TECH	AP	SI				Y		100.00
CHEMISTRY STOICHIOMETRY PRACTICE IN UNDERSTANDING FORMULAS, BALANCING EQUATIONS AND MOLE CALCULATIONS	BRITANNICA	AP	DP,TU			Y	Y		59.00
EXPERIMENTS IN SCIENCE SPECIAL LAB EQUIPMENT FOR COMPUTER EXPERIMENTS: BIOLOGY, PHYSICS, CHEMISTRY & EARTH SCIENCE	HRM SOFTWR	AP	CA,DE				Y		249.00
FUND SKILLS FOR CHEMISTRY BALANCING EQUATIONS, SCIENTIFIC NOTATION, ION CHARGES, ATOMIC WEIGHTS, TEMPERATURE CONVERSIONS, AND DENSITY	PROG LEARN	AP	DP,TU				Y		150.00
HABER MATHEMATICAL MODEL OF THE HABER PROCESS INVESTIGATIONS: % YIELD OF AMMONIA & RATE OF ATTAINING EQUILIBRIUM	CONDUIT	AP,PE,TR	SI				Y		40.00
INTRO TO GENERAL CHEMISTRY PRACTICE PROBLEMS ON THE PERIODIC TABLE, NOMENCLATURE, GAS LAWS, ATOMIC WEIGHTS, ETC.: CHEMAZE GAME INCLUDED	COMPRESS	AP	DE,DP,EG,PS				Y		340.00
INTRO TO ORGANIC CHEMISTRY FOUR TUTORIALS, DEMOS, AND EXPERIMENTS RANGING FROM RECOGNITION OF CARBON CHAINS TO INTRO SPECTROSCOPY	COMPRESS	AP,TR	DE,TU				Y		375.00

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SCIENCE - CHEMISTRY

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
MICROCHEM FIFTY DRILL AND PRACTICE PROGRAMS ON BASIC CHEMICAL TERMINOLOGY, PROCEDURES & CALCULATIONS	COLLIER MACMILL	AP,FE,TR	DP				Y		350.00
MOLE CALCULATIONS INTERACTIVE TUTORIAL ON MOLE CALCULATIONS; INCLUDES A VARIETY OF TEACHING METHODS	THINK MOLES	AP	DP,EG,SI,TU				Y		69.95

SCIENCE - EARTH SCIENCE

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
EARTH SCIENCE PROGRAMS ON FOUR EARTH SCIENCE TOPICS: EARTHQUAKES, MINERALS, URSA ROTATION, SOLAR DISTANCE	MECC	AT	PS,SI,TU		Y	Y			46.00
ENERGY SEARCH STUDENTS MANAGE AN ENERGY FACTORY AND SEARCH FOR NEW ENERGY SOURCES	MCGRAW HIL	AP,TR	PS,SI		Y	Y			180.00
GEOLOGY SEARCH STUDENTS LEARN ABOUT ROCKS, FOSSILS, AND UNDERGROUND STRUCTURES IN A SEARCH FOR OIL	MCGRAW HIL	AP,TR	PS,SI		Y	Y			180.00
HOME AUTOMATIC WEATHER STATION MONITORS WEATHER CONDITIONS WITH COMPUTER	VAISALA	CO,PE	CA,DE			Y	Y		200.00
SCIENCE V.3 PROGRAMS APPROPRIATE FOR EARTH SCIENCE AND LIFE SCIENCE CLASSES: FISH, MINERALS, ODELL LAKE	MECC	AP	PS,SI		Y	Y	Y		49.00
TIME AND SEASONS MERIDIANS, LONGITUDE LINES, CELESTIAL MERIDIANS, TIME ZONES, ROTATIONS, SEASONS, LENGTH OF DAY & YEAR	RAND MCNLY	AP,AT	DP,TU			Y	Y		111.00
WATER POLLUTION EXAMINES THE EFFECTS OF POLLUTANTS ON AQUATIC LIFE IN VARIED ENVIRONMENTS	EME	AP,TR	PS,SI,TU			Y	Y		29.50

SCIENCE - ENVIRONMENTAL EDUCATION/ECOLOGY

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ENERGY SEARCH STUDENTS MANAGE AN ENERGY FACTORY AND SEARCH FOR NEW ENERGY SOURCES	MCGRAW HIL	AP,TR	PS,SI		Y	Y			180.00
OH, DEER! SIMULATES THE 5-YEAR MANAGEMENT OF A LARGE HERD OF DEER IN A SUBURBAN COMMUNITY	MECC	AP	EG,PS,SI		Y	Y			44.00
WATER POLLUTION EXAMINES THE EFFECTS OF POLLUTANTS ON AQUATIC LIFE IN VARIED ENVIRONMENTS	EME	AP,TR	PS,SI,TU			Y	Y		29.50

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SCIENCE - GENERAL SCIENCE

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
BASIC MATH TECHNIQUES DETERMINING AND ROUNDING OFF SIGNIFICANT DIGITS IN ADDITION, SUBTRACTION, MULTIPLICATION AND DIVISION PROBLEMS	MERLAN	AP,PE	DP			Y	Y		83.00
EXPONENTIAL NOTATION STUDENTS PRACTICE SCIENTIFIC NOTATION CONVERSION	MERLAN	AP,PE	DP			Y	Y		62.00
SCIENTIFIC PLOTTER MAKES NEAT GRAPHS OF X-Y PLOTS WITH POINTS REPRESENTED BY A CIRCLE, SQUARE, CROSS, OR STAR.	INT MICRO	AP	IM				Y		25.00
VOYAGE OF MIMI: MPS&NVGYN USER APPLIES MAP AND NAVIGATIONAL SKILLS TO SOLVE PROBLEMS	HOLT, R&W	AP	PS,SI,TU		Y	Y	Y	Y	122.25

SCIENCE - PHYSICS

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
BASIC ELECTRICITY THREE PROGRAMS GIVE PRACTICE IN APPLYING OHM'S AND KIRCHOFF'S LAWS TO SIMPLE DC CIRCUITS	PROG LEARN	AP	DP				Y		50.00
ISAAC NEWTON & F.G. NEWTON PLAYERS DETERMINE WHETHER GIVEN DATA CONFORMS TO THE "LAWS OF NATURE" IN QUESTION	KRELL	AC,AP	PS				Y	Y	49.95
LAWS OF MOTION STUDENTS EXPERIMENT WITH THE INCLINED PLANE, FREEFALL AND THE A-MACHINE TO DISCOVER AND TEST CONCEPTS	EME	AP,IB,JR,TR	DE,PS,SI				Y		103.50
LIGHT WAVES EXPERIMENTS VERIFYING THE WAVE THEORY OF LIGHT AND MEASURING BY YOUNG'S DOUBLE SLIT METHOD	EME	AP,IB,JR,TR	DE,SI,TU				Y		55.00
PEANUT BUTTER PANIC A 2-PLAYER GAME THAT DEPENDS ON COOPERATION FOR SUCCESS	CBS	AT,CO,JR	EG,PS	Y	Y	Y			29.95
PHYSICS SIMULATED PHYSICS EXPERIMENTS EVALUATE A STUDENT'S REASONING SKILLS AND KNOWLEDGE OF PRINCIPLES OF MECHANICS	CNTRL DATA	AP,AT,IB,JR,TI	PS,SI				Y		69.95
PRECISION TIMER MEASURES ACCELERATION DUE TO GRAVITY BY STUDYING THE BOUNCE OF A BALL OR MEASURING ANY OSCILLATING OBJECT	VERNIER	AP,CO	DE,PS,SI				Y		39.95
RAY TRACER DISPLAYS THE HEAD-TO-TAIL ADDITION OF VECTORS	VERNIER	AP	DE,PS				Y		24.95
SCIENCE V.4 DEMONSTRATIONS ON SOLUBILITY PRODUCTS, GAS LAWS OF CHARLES BOYLE, & MILLIKAN OIL DROP EXPERIMENT	MECC	AP	CA,DE,SI				Y		48.00
TEMPERATURE GRAPHER STUDENTS LOG TEMPERATURE DATA INTO THE COMPUTER WITH THE HELP OF TEMPERATURE SENSITIVE PROBES	HRM SOFTWR	AP	DE,PS			Y	Y		75.00

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SCIENCE - PHYSICS

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
WAVE ADDITION II DEMONSTRATES THE SUPER POSITION OF WAVES	VERNIER	AP	DE,FS,SI				Y		24.95
WAVE MOTION STUDENTS MEASURE THE SPEED, WAVE LENGTHS, AND FREQUENCY OF VARIOUS TRAVELING SINE WAVES	EDUTECH	AP	DE,DP,PS,SI				Y		95.00
WAVE SUPERPOSITION SHOWS HOW WAVES ADD TOGETHER TO PRODUCE SUPERPOSED FORMS	CONDUIT	FE,TR	DE,SI				Y		45.00
YOUNG'S SLITS PROVIDES A DYNAMIC MODEL OF YOUNG'S EXPERIMENTS	HEINEMANN	AP	DE,SI				Y		59.95

SCIENCE - SCIENTIFIC METHOD

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ATARILAB STARTER SET UTILIZES COMPUTER TO COLLECT AND GRAPHICALLY DISPLAY TEMPERATURE DATA	ATARI	AT	DE,PS	Y	Y	Y	Y		89.95
CHARACTRSTCS OF A SCNTST USE SCIENTIFIC METHOD TO ACQUIRE INFORMATION, INVESTIGATE PROBLEMS, AND SOLVE PUZZLES	CYGNUS	AP	CA,PS,TE,TU		Y	Y	Y		39.00
COMP-U-SOLVE 10 CLASSIC PUZZLES DEVELOP AND REINFORCE PROBLEM-SOLVING SKILLS	ED'L ACTV	AP,CO,TR	EG,PS		Y	Y	Y		109.00
DISCOVERY LAB DESIGN EXPERIMENTS TO DETERMINE CHARACTERISTICS OF HUMAN ORGANS	MECC	AP	PS,SI		Y	Y	Y		44.00
EXPONENTIAL NOTATION STUDENTS PRACTICE SCIENTIFIC NOTATION CONVERSION	MERLAN	AP,PE	DP			Y	Y		62.00
INCREDIBLE LABORATORY DESIGN EXPERIMENTS TO DETERMINE THE COMBINATION OF CHEMICALS NEEDED TO PRODUCE EACH MONSTER	SUNBURST	AP,AT,CO	EG,PS		Y	Y	Y		55.00
POND, THE DISCOVER PATTERNS AND IMPROVE PERCEPTION BY ANALYZING FROG JUMPS ACROSS A MAZE OF LILY PADS	SUNBURST	AP,AT,CO,IB,JR	EG,PS	Y	Y	Y			49.00
SCIENTIFIC METHOD INTRODUCES STEPS TO USE: DEFINE PROBLEM, COLLECT INFO, FORM HYPOTHESIS, DRAW CONCLUSION	CYGNUS	AP	SI,TU			Y	Y		39.00
TEMPERATURE GRAPHER STUDENTS LOG TEMPERATURE DATA INTO THE COMPUTER WITH THE HELP OF TEMPERATURE SENSITIVE PROBES	HRM SOFTWR	AP	DE,FS			Y	Y		75.00
TEMPERATURE LAB UTILIZES COMPUTER TO COLLECT AND GRAPHICALLY DISPLAY TEMPERATURE DATA	HAYDEN	AP,CO	DE,PS	Y	Y	Y	Y		89.95

SOCIAL STUDIES - ECONOMICS

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
CARTELS AND CUTTHROATS SIMULATION GAME OF BUSINESS/MANUFACTURING/FINANCE STRATEGIES	STRAT SIMS	AP	EG,SI			Y	Y		39.95
ELEMENTARY V. 3: SOC ST ECONOMIC SIMULATIONS INCLUDING SELL APPLES, SELL PLANTS, SELL LEMONADE AND SELL BICYCLES	MECC	AP	EG,SI	Y	Y	Y			48.00
LEMONADE (ATARI) STUDENT OPERATES LEMONADE STAND	APX	AT	EG,SI		Y	Y	Y		15.95
MARKET PLACE, THE ECONOMIC SIMULATION FOR DETERMINING OPTIONAL SALE PRICES FOR APPLES	MECC	AT,CO,TC	EG,SI	Y	Y				46.00
RUN FOR THE MONEY A BUSINESS STRATEGY GAME	SCARBOROUGH	AP,AT,CO,IB,JR	EG			Y	Y		49.95
SOCIAL STUDIES V.2 SIMULATIONS INVOLVING INTERNATIONAL CONFLICT AND BARGAINING PROCESS;ALSO DRILL ON STATES AND COUNTRIES	MECC	AP	DP,EG,SI			Y	Y		48.00

SOCIAL STUDIES - ENVIRONMENTAL EDUCATION

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
DEMOGRAPHICS EXPLORES POPULATION TRENDS IN 40 COUNTRIES AND THE FACTORS AFFECTING THOSE TRENDS	CONDUIT		PS,SI				Y		85.00
OH, DEER! SIMULATES THE 5-YEAR MANAGEMENT OF A LARGE HERD OF DEER IN A SUBURBAN COMMUNITY	MECC	AP	EG,PS,SI		Y	Y			44.00

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		SOCIAL STUDIES - GEOGRAPHY							
TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
AGENT USA STUDENTS USE MAP SKILLS IN SIMULATED SPY MISSION ACROSS THE U.S.	SCHOLASTIC	AT,CO	EG,PS,SI		Y	Y	Y		39.95
COAST TO COAST AMERICA FIVE GAMES WITH DETAILED GRAPHICS TO TEACH AND REINFORCE U.S. GEOGRAPHY FACTS	CBS	AP,CO,IB,JR	DP,EG,TU	Y	Y	Y	Y		49.95
COMMUNITY SEARCH STUDENTS IN ANCIENT SOCIETY MAKE DECISIONS ABOUT MIGRATION, OCCUPATION, TRADE AND AGGRESSION	MCGRAW HIL	AP,TR	EG,PS,SI		Y	Y	Y		180.00
ELEMENTARY V. 6: SOC STDS NOMAD HELPS WITH MAP READING SKILLS; OREGON SIMULATES A PIONEER WAGON TRAIN TRIP	MECC	AP	EG,SI		Y	Y			49.00
GEOGRAPHY SEARCH STUDENT TEAMS SEARCHING FOR NEW WORLD LEARN COOPERATION, MAPPING, NAVIGATION, CLIMATE & RECORD-KEEPING SKILLS	MCGRAW HIL	AP,TR	PS,SI		Y	Y			180.00
MEDALISTS: CONTINENTS STUDENTS IDENTIFY PERSON BASED ON CLUES;TEACHER CAN ENTER NAMES & CLUES	HARTLEY	AP	EG,SH,TE,TU		Y	Y	Y	Y	39.95
REGIONS OF THE U.S. USER IDENTIFIES U.S. REGIONS IN WHICH RANDOMLY SELECTED STATES ARE LOCATED	ED'L ACTV	AP,FE,TR	DP		Y	Y			59.00

		SOCIAL STUDIES - GOVERNMENT							
TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
OH, DEER! SIMULATES THE 5-YEAR MANAGEMENT OF A LARGE HERD OF DEER IN A SUBURBAN COMMUNITY	MECC	AP	EG,PS,SI		Y	Y			44.00
PRESIDENT ELECT 1 TO 3 PLAYER GAME CLOSELY SIMULATES U.S. PRESIDENTIAL CAMPAIGN PROCESS	STRAT SIMS	AP	EG,SI			Y	Y		39.95
U.S. CONSTITUTION TUTOR INSTRUCTS AND TESTS CITIZENSHIP STUDENTS ON U.S. CONSTITUTION	MICRO LAB	AP	DP,TU			Y	Y		30.00

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SOCIAL STUDIES - HISTORY

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ARCHAEOLOGY SEARCH STUDENTS ORGANIZE AND MANAGE EXCAVATION OF HISTORICAL SITE	MCGRAW HIL	AP,TR	PS,SI			Y	Y		180.00
ELEMENTARY V. & SOC STDS NOMAD HELPS WITH MAP READING SKILLS; OREGON SIMULATES A PIONEER WAGON TRAIN TRIP	MECC	AP	EG,SI		Y	Y			49.00
EXPEDITIONS THREE SIMULATIONS INCLUDE OREGON. A PIONEER WAGON TRAIN TRIP	MECC	AT,CO,TR	SI		Y	Y			49.00
GEOGRAPHY SEARCH STUDENT TEAMS SEARCHING FOR NEW WORLD LEARN COOPERATION, MAPPING, NAVIGATION, CLIMATE & RECORD-KEEPING SKILLS	MCGRAW HIL	AP,TR	PS,SI		Y	Y			180.00
LINCOLN'S DECISIONS USER IS PRESENTED WITH CHOICES ABE LINCOLN FACED AND IS CHALLENGED TO DUPLICATE HIS DECISIONS	ED'L ACTV	AP,PE,TR	PS,TU		Y	Y	Y		59.00
MEDALISTS: BLACK AMERICANS IDENTIFY PERSONS BASED ON CLUES; USER CAN ENTER NAMES & CLUES	HARTLEY	AP	EG,SH,TE,TU		Y	Y	Y	Y	39.95
MEDALISTS: WOMEN IN HSTRY IDENTIFY PERSONS BASED ON CLUES; USER CAN ENTER NAMES & CLUES	HARTLEY	AP	EG,SH,TU		Y	Y	Y	Y	39.95
MEET THE PRESIDENTS TESTS HISTORICAL KNOWLEDGE & VISUAL RECOGNITION SKILLS IN IDENTIFYING 39 PRESIDENTS	VERSA	AP	DP,EG		Y	Y			39.95
U.S. CONSTITUTION TUTOR INSTRUCTS AND TESTS CITIZENSHIP STUDENTS ON U.S. CONSTITUTION	MICRO LAB	AP	DP,TU			Y	Y		30.00

SOCIAL STUDIES - PSYCHOLOGY

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
NONE SELECTED									

SOCIAL STUDIES - SOCIOLOGY

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
NONE SELECTED									

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SPECIAL NEEDS

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
CLOTHES (LDP) INTRODUCES LANGUAGE ASSOCIATED WITH FAMILIAR CLOTHING OBJECTS AND ACTIVITIES	SCOTT FORD	AP	DP,EG	Y					69.95
SPECIAL NEEDS V.1 TWENTY BEGINNING SPELLING DRILLS FOR PHYSICALLY IMPAIRED STUDENTS	MECC	AP	DP	Y	Y	Y			44.00

TESTS AND TESTING

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ANALOGIES PRACTICE IN ANALYZING DIFFERENT TYPES OF ANALOGIES	PRO DESIGN	AP,AT,CO,TI	DP,PS		Y	Y	Y		24.95
COL RD S.A.T. EXAM PREP PRACTICE PROBLEMS TO PREPARE FOR SAT EXAMS	KRELL	AP,AT,CO,IB,TR	DP,TE				Y		299.95
COLLEGE ENTRCE EXAM PREP PRACTICE PROBLEMS TO PREPARE FOR SAT EXAMS	RODG WARNR	AP	DP,TE				Y		575.00
COMPUTER PREPARATION SAT PRACTICE PROBLEMS TO PREPARE FOR SAT EXAMS	HBJ/CORONA	AP,AT,CO,IB,TR	DP,TE						79.95
MASTERING THE SAT DEVELOPMENT OF TEST SKILLS AND PRACTICE FOR THE SAT	CBS	AP,CO,IB,JR	DP,TE				Y		150.00

VOCATIONAL EDUCATION/INDUSTRIAL ARTS

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
NONE SELECTED									

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Preview Guide—Titles and Prices

TITLE	PUBLISHER	COMPUTER	CURR AREA	PRICE
ABC'S	JMH	AT,CO,PE,VC	LA	13.95
ACCESS II	APPLE	AP	IT	75.00
ADDITION MAGICIAN	TLC	AP,CO,IB	MA	34.95
ADVENTUREWRITER	CODEWRITER	AP,CO,IB	IT,LA,PS	60.00
AGENT USA	SCHOLASTIC	AT,CO	SS	39.95
ALGEBRA ARCADE	WADSWORTH	AP,CO,IS	MA	49.95
ALGEBRA DRG & PRACTICE I	CONDUIT	AP	MA	125.00
ALIEN ADDITION	DLM	AP,AT,CO,IB,TI	MA	44.00
ALL SORTS OF MEGGLES	BORG WARNER	AP	CS	75.00
ALLIGATOR ALLEY	DLM	AP	IT	44.00
ALLIGATOR MIX	DLM	AP,AT,CO,IB,TI	MA	44.00
ALPHABET CIRCUS	DLM	AP,CO	LA,PR	29.95
ALPHABETIC KEYBOARDING	SW PUB	AP	BE,KB	89.50
ALPHABETIZE	JMH	AT,CO,PE,VC	LA	13.95
ANAGRAMAS HISPANOAMERICANO	GESSLER	AP	FL	39.95
ANALOGIES	FRO DESIGN	AP,AT,CO,TI	LA,PS,TE	24.95
ANTFARM	WIMS	AP	CS	15.00
APPLE LOGO	APPLE	AP	CS,PS	100.00
APPLE LOGO II	APPLE	AP	PS,CS	100.00
APPLE PASCAL	APPLE	AP	CS	250.00
APPLE PRESENTS APPLE	APPLE	AP	CS	FREE
APPLE SFRITE LOGO	LCSI	AP	CS,PS	300.00
APPLE SUPER PILOT	APPLE	AP	CS,IT	200.00
APPLE WRITER IIE	APPLE	AP	IT	149.00
APPLEWORKS	APPLE	AP	IT	250.00
ARBPLOT	CONDUIT	AP	MA	125.00
ARCADE MACHINE	BRODERBUND	AP,AT	PS	59.95
ARCHEOLOGY SEARCH	MCGRAW HIL	AP,TR	SS	180.00
ARCHON	ELECTR ART	AT,CO	PS	40.00
ARCHON II: ADEPT	ELECTR ART	AT	PS	40.00
ARISTOTLE'S APPLE	STONEWARE	AP	IT	34.95
ARITH-MAGIC	QED	AP,CO,PE,TR	MA	35.00
ARITHMETIC-TAC-TOE	EDUTEK	AP	MA	40.00
ART-PERSPECTIVE DRAWING	MECC	AP	AT	44.00
ASCII EXPRESS.PROFESSNL	ROGER WAGNER	AP	IT	129.95
ATARI LOGO	ATARI	AT	CS,PS	100.00
ATARI MICROSOFT BASIC II	ATARI	AT	CS	89.95
ATARI PILOT	ATARI	AT	CS,IT	129.95
ATARILAB STARTER SET	ATARI	AT	SC	89.95
ATOM, THE	MICRO-ED	CO,PE	SC	100.00
AUTOMATED ACCOUNTING	SW PUB	AP,IB,PE,TR	BE	37.50
BANK STREET SPELLER	SCHOLASTIC	AP	BE,LA,IT	69.95
BANK STREET WRITER	SCHOLASTIC	AP,AT,CO,IB,JR	RE,LA,IT	95.00
BASIC A+ & OS/A+	OP SYSTMS	AT	CS	133.50
BASIC ARITHMETIC	MECC	AT,CO,TR	MA	44.00
BASIC ELECTRICITY	FROG LEARN	AP	SC	50.00
BASIC MATH TECHNIQUES	MERLAN	AP,PE	MA,SC	83.00
BASIC NUMBER FACTS	CNTRL DATA	AP,AT,IB,JR,TI	MA	60.00

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TITLE	PUBLISHER	COMPUTER	CURR AREA	PRICE
DARTLING RUGS/CONCENTRATION	MILLIKEN	AP, AT	MA	39.95
BIBLIOGRAPHY WRITER	LIB SOFT	AP, TR	IT	69.95
BINOMIAL MULTIPLICATION	MIC WORKSHOP	AP, IB, JR	MA	29.95
BIRDREED	EDUTECH	AP	SC	110.00
BIRTH OF THE PHOENIX	PHOENIX	AP, PE	PS	22.00
BLAZING THE BASIC TRAIL	SUNBURST	AP, TI	CS	49.00
BUMBLE GAMES	TLC	AP, CO, IB, TC	MA, PS	39.95
BUMBLE PLOT	TLC	AP, CO, IB, TC	MA, PS	39.95
CARTELS AND CUTTHROATS	STRAT SIMS	AP	SS	39.95
CATLAB	CONDUIT	AP	SC	75.00
CAUSE & EFFECT	LEARN WELL	AP	LA	49.95
CAVE OF THE WORD WIZARD	TIMWORKS	CO	LA	34.95
CDEX TRAINING: VISICALC	CDEX	AP, IB, JR	BE	59.95
CDIM LEVEL A	SRA	AP, AT, IB	MA	365.00
CDIM LEVEL B	SRA	AP, AT, IB	MA	495.00
CDIM LEVEL C	SRA	AP, AT, IB	MA	575.00
CDIM LEVEL D	SRA	AP, AT, IB	MA	575.00
CHALLENGE MATH	SUNBURST	AP, CO	MA	55.00
CHARACTERISTICS OF A SCIENTIST	CYGNUS	AP	SC	75.00
CHECKERS	ODESTA	AP, AT, CO	PS	49.95
CHEM LAB SIMULATIONS 1	HIGH TECH	AP	SC	100.00
CHEM LAB SIMULATIONS 2	HIGH TECH	AP	SC	100.00
CHEM LAB SIMULATIONS 3	HIGH TECH	AP	SC	100.00
CHEM LAB SIMULATIONS 4	HIGH TECH	AP	SC	100.00
CHEMISTRY STOICHIOMETRY	BRITANNICA	AP	SC	59.00
CHESS	ODESTA	AP, AT, CO	FS	69.95
CLOTHES (LDP)	SCOTT FORS	AP	SN	69.95
COAST TO COAST AMERICA	CBS	AP, CO, IB, JR	SS	49.95
CODE QUEST	SUNBURST	AP, AT, CO, TC	LA, PS	49.00
COL RD S.A.T. EXAM PREP	IRELL	AP, AT, CO, IB, TR	TE	299.95
COLLEGE ENTRCE EXAM PREP	BORG WARNER	AP	MA, TE	575.00
COMMODORE LOGO	COMMODORE	CO	CS, PS	99.95
COMMUNITY SEARCH	MCGRAW HILL	AP, TR	SS	180.00
COMP LIT ADV OF LOL DRAGN	SVE	AP	CS	189.00
COMP-U-SOLVE	ED'L ACTV	AP, CO, TR	PS, SC	109.00
COMPETE	CONDUIT	AP, PE, TR	SC	40.00
COMPREHENSION POWER	MILLIKEN	AP	LA	425.00
COMPU-POEM	SCWRIP	AP	LA	16.95
COMPUTER GENERATED MTH V.2	MECC	AP	MA	45.00
COMPUTER GRAPHING EXP V.1	ADD WES	AP	MA	60.00
COMPUTER GRAPHING EXP V.2	ADD WES	AP	MA	60.00
COMPUTER GRAPHING EXP V.3	ADD WES	AP	MA	60.00
COMPUTER LIT INST PRGM	ED'L ACTV	AP, PE, TR	CS	69.00
COMPUTER LITERACY: INTRO	CNTRL DATA	AP, AT, TI	CS	60.00
COMPUTER PREPARATION SAT	HRJ/CORONA	AP, AT, CO, IB, TR	TE	79.95
CONSTRUCT-A-WORD	DLM	AP	LA	105.00
COOKIE MONSTER'S LTR CRCH	RADIO SHAK	TC	PR	19.95
COUNTING	MECC	AT, CO, TC	MA	46.00

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CREATIVE PLAY	LAWR HALL	AP,CO,PE	CS	48.00
CROSS CLUES	SRA	AP,IB,TR	LA	35.00
CROSSWORD MAGIC	HINDSCAPE	AP,AT,CO,IB	IT,LA	49.95
CRYPTO CUBE	DESIGNWARE	AP,AT,CO,IB	FL,LA,PS	39.95
CUT AND PASTE	ELECTR ART	AP,CO	IT	50.00
D-RUG	ELECTR ART	CO	CS	40.00
DARK CRYSTAL	SIERRA	AP,IB	PS	37.95
DB MASTER 4+	STONEWARE	AP	IT	295.00
DDASE III	ASHTON TATE	IB	IT	695.00
DECIMAL SKILLS	MILT BRAD	AP	MA	49.95
DELTA DRAWING	SPINNAKER	AP,AT,CO,IB	AT,CS,PR,PS	49.95
DEMOGRAPHICS	CONDUIT		SS	85.00
DEMOLITION DIVISION	DLM	AP,AT,CO,IB,TI	MA	44.00
DISCOVERY LAB	MECC	AP	SC	44.00
DISCOVERY LANG IN TRIG	CONDUIT	AP	MA	75.00
DISCRIM ATAB & RULES	SUNBURST	AP	PS	190.00
DIVIDE FRACTIONS	CBS	CO	MA	24.95
DIVISION SKILLS	MILT BRAD	AP	MA	49.95
DOREMI	TEMPORAL	AP	MU	75.00
DRAGON MIX	DLM	AP,AT,CO,IB	MA	44.00
DRAGON'S KEEP	SIERRA	AP	PS	29.95
EARLY GAMES F YG CHLDN	SFRINGBOARD	AP,AT,CO,IB,TC	MA,PR,PS	34.95
EARTH SCIENCE	MECC	AT	SC	46.00
EASY AS ABC	SFRINGBOARD	AP,IB,JR	LA	39.95
EASY GRAPH	GROLIER	AP,CO,IB	IT	49.95
EASY SCRIPT	COMMODORE	CO	IT	54.95
EASYWRITER 2.0	IBM	IB	IT	350.00
EL ASISTENTE DEL INSTRUCTOR	MECC	AP	FL	43.00
ELECTRONIC BLKBD:ALGEBRA	WADSWORTH	AP	MA	250.00
ELECTRONIC BLKBD:FUNCTIONS	WADSWORTH	AP	MA	50.00
ELECTRONIC BLKBD:TRIG	WADSWORTH	AP	MA	100.00
ELECTRONIC SPREADSHEET	MECC	AP,IB,JR	BE	49.00
ELECTRONIC TOOL	MICRO P&L	AP	CS	34.95
ELEM MATH CLSRM LANG SYSTEM	STER SWIFT	AP,IB	MA	990.00
ELEMENTARY LIB MEDIA SKL	COMBASE	AP	LM	350.00
ELEMENTARY V. 1: MATH	MECC	AP	MA	45.00
ELEMENTARY V. 3: SOC ST	MECC	AP	SS	48.00
ELEMENTARY V. 4: MATH/SCI	MECC	AP	MA,SC	49.00
ELEMENTARY V. 6: SOC STDS	MECC	AP	SS	49.00
ELEMENTARY V. 7:PRERO/CNT	MECC	AP	LA,MA	46.00
ENERGY SEARCH	MCGRAW HIL	AP,TR	SC	180.00
ENGLISH ACHIEVEMENT I-V	MIC WRKSHP	AP,CO,IB,JR,PE,TR	LA	39.95
EQUATIONS	MIC WRK SHP	AP,AT,CO,IB,PE,TR	MA	24.95
EQUATIONS II	MIC WRKSHP	AP,AT,CO,PE,TR	MA	29.95
ERIC MICROSEARCH	ERIC	AP	LM	20.00
ERNIE'S MAGIC SHAPES	CBS	AT,CO,IB,JR	PR	24.95
ERNIE'S QUIZ	APFLE	AP	PS,MA,PR	25.00
EXPEDITIONS	MECC	AT,CO,TR	SS	49.00

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EXPERIMENTS IN HUMAN PHYS	HAM SOFTWR	AP	SC	249.00
EXPERIMENTS IN SCIENCE	HAM SOFTWR	AP	SC	249.00
EXPLORER METROS	SUNBURST	AP	MA	55.00
EXPLORING LOGO	SUNBURST	AP,CO	CS	49.00
EXPONENTIAL NOTATION	MERLAN	AP,PE	MA,SC	62.00
EZ LOGO	MECC	AP	CS,PS	48.00
FACT AND FICTION TOOLKIT	SCHOLASTIC	AP,CO	LA	39.95
FACT TRACK	SRA	AP,AT,IB,JR,TR	MA	100.00
FACTORING ALG EXPRESSION	MIC WRKSH	AP,CO	MA	29.95
FACTORY	SUNBURST	AP,AT,CO,IB,JR,TR	PS	55.00
FANTASY LAND	LEARN WELL	AP	LA	49.95
FAY THAT MATH WOMAN	DIDATECH	AP,CO	MA	29.95
FILEVISION	TELOS	MC	IT	195.00
FOOD FACTS	MECC	AP	HE	45.00
FRACTIONS PRACTICE	CNTRL DATA	AP,AT,IB,TI	MA	60.00
FRENCH ACHIEVEMENT I-III	MIC WRKSH	AF	FL	49.95
FRENCH GAME	J & S	AP	FL	34.50
FRENCH VOCABULARY BUILDER	CNTRL DATA	AP,AT,TI	FL	60.00
FRENCH:CLASS WORDS	CNTRL DATA	AP,IB,JR	FL	59.95
FRENZY/FLIP FLOP	MILLIKEN	AP,AT,CO	MA	39.95
FRIENDLY COMPUTER	MECC	AP,CO	CS	48.00
FRIENDLY FILER	GROLIER	AP,CO,IB	IT	49.95
FUN HOUSE MAZE	SUNBURST	AP	PS,SC	55.00
FUND SKILLS FOR CHEMISTRY	FROG LEARN	AP	SC	150.00
FUNDAMENTAL MATH I	RANDOM	AP,TR	MA	174.00
FUNDAMENTAL MATH II	RANDOM	AP,TR	MA	420.00
FUNDAMENTAL MATH III	RANDOM	AP,TR	MA	324.00
GALAXY MATH FACTS GAME	RANDOM	AP,AT,TR	MA	174.00
GENETICS	TIES	AP	SC	49.95
GEOGRAPHY SEARCH	MCGRAW HIL	AP,TR	SS	180.00
GEOLOGY SEARCH	MCGRAW HIL	AP,TR	SC	180.00
GEOMETRIC CONCEPTS: AREA	JOSTENS	AP	MA	120.00
GEOMETRIC CONCEPTS: PERIMETER	JOSTENS	AP	MA	120.00
GERMAN VOCABULARY BUILDER	CNTRL DATA	AP,AT,TI	FL	60.00
GERMAN:CLASS WORDS	CNTRL DATA	AP,IB,JR	FL	59.95
GERTRUDE'S PUZZLES	TLC	AP	FR,PS	44.95
GERTRUDE'S SECRETS	TLC	AP	FR,PS	44.95
GLOBAL PROGRAM LINE EDTR	BEAGLE BRO	AP	CS	64.95
GOLF CLASSIC/COMPUBAR	MILLIKEN	AP,AT,CO	MA	39.95
GRAND PRIX	RANDOM	AP,AT	MA	174.00
GRAPHING EQUATIONS	CONDUIT	AP	MA	60.00
GREAT CREATOR, THE	GESSLER	AP	FL,IT	299.00
GRIMILE PROCESS, THE	BORG WARNR	AP	PS	75.00
GROVER'S NUMBER ROVER	CBS	TC	MA	19.95
GUIDE DE L'ENSEIGNANT	MECC	AP	FL	43.00
GULP! ARROW GRAPHICS	MILLIKEN	AP,AT	MA	39.95
HABER	CONDUIT	AP,PE,TR	SC	40.00
HARMONIOUS DICTATOR	TEMPORAL	AP	MU	150.00

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HEALTH MAINTENANCE V.1	MECC	AP	HE	45.00
HEART LAB	ED'L ACTV	AP,PE,TR	SC	39.95
HEREDITY DOG	HRM SOFTWR	AP	SC	49.00
HEY, TAXI!	MILT BRAD	AP	MA	39.95
HIGH RISE	MICRO LAB	AP	PS,MA	30.00
HINKY PINKY	22ND AVE	AP	LA	30.00
HINT AND HUNT I,II	DLM	AP	LA	199.95
HOME AUTOMATIC WEATHER STATION	VAISALA	CO,PE	SC	200.00
HOMEWORD	SIERRA	AP,AT,CO,IB	IT	69.95
HOT DOG STAND	SUNBURST	AP,AT,CO,IB,TR	PS	49.00
HOW TO PROGRAM IN BASIC	STER SWIFT	AP,CO,IB,JR,FE,TR	CS	69.00
IHM FILING ASSISTANT	IBM	IB	IT	149.00
IHM LOGO	IBM	IB	CS,PS	175.00
IDEA INVASION	DLM	AP	LA	44.00
IN SEARCH OF MOST AMAZING	SPINNAKER	AP,AT,CO,IB,JR	PS	39.95
INCREDIBLE LABORATORY	SUNBURST	AP,AT,CO	PS,SC	55.00
INSTANT ZOO	APPLE	AP	LA,PR	25.00
INTERPRETING GRAPHS	CONDUIT	AP,PE,TR	MA	40.00
INTRO TO GENERAL CHEMISTRY	COMPRESS	AP	SC	340.00
INTRO TO MICRO COMPUTERS	MCGRAW HIL	AP,CO,TR	CS	49.95
INTRO TO MICROCMP KEYBO	ED AUDIO	AP	CS	70.00
INTRO TO ORGANIC CHEMISTRY	COMPRESS	AP,TR	SC	375.00
INVESTGNS INTEGRAL CALC	RADIO SHAK	TC,TR	MA	39.95
ISAAC NEWTON & F.G. NEWTN	KRELL	AC,AP	SC	49.95
ISLE OF MEM	GROLIER	AP	LM	39.95
JIGSAW	ISL SOFTWR	AP,CO,PE	PS	25.00
JINX/WELTER	ISL SOFTWR	AP,CO,PE	PS	25.00
JUGGLES' RAINBOW	TLC	AP,AT,CO,TC	FS	29.95
KAREL SIMULATOR	CYBERTRON	AP	CS	150.00
KIDWRITER	SPINNAKER	AP,AT,CO,IB,JR	LA	34.95
KING'S RULE	SUNBURST	AP,CO,TR	PS	55.00
KUALAPainter	KOALA	AP,AT,CO,JR	AT,IT	29.95
KRELL'S MIT LOGO	KRELL	AP	CS,PS	89.95
LAWS OF MOTION	EME	AP,IB,JR,TR	SC	103.50
LEARNING ABOUT NUMBERS	C & C SOFT	AP	MA,PR	40.00
LEARNING WITH LEEPER	SIERRA	AP,AT,CO	PR	29.95
LEMONADE (ATARI)	APX	AT	SS	15.95
LETTERS AND WORDS	LEARN WELL	AP	LA,PR	49.95
LIBRARY USAGE SKILLS	JMC	AP	LM	74.00
LIGHT WAVES	EME	AP,IB,JR,TR	SC	55.00
LINCOLN'S DECISIONS	ED'L ACTV	AP,FE,TR	SS	59.00
LINGUIST, THE	GESSLER	AP,AT,CO,IB,JR	FL,IT	44.95
LOGIC GATES	TIES	AP	FS	40.00
LONG DIVISION	MIC WRKSHp	AP,AT,CO,IB,PE,TR	MA	24.95
LOTUS 1-2-3	LOTUS	IB	IT	495.00
M-SS-NG L-NKS:CLASSICS	SUNBURST	AP,AT,CO,IB,JR,TR	LA	55.00
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Mountain View, CA 94043

Sorcim/IUS Micro Software
2195 Fortune Dr.
San Jose, CA 95131

South Coast Writing Project
University of California
Santa Barbara, CA 93106

South-Western Publishing Company
5101 Madison Rd.
Cincinnati, OH 45227

Spinnaker Software
215 First St.
Cambridge, MA 02147

Springboard Software, Inc.
7807 CreekrIDGE Circle
Minneapolis, MN 55435

Sterling Swift Publishing Co.
1600 Fortview Road
Austin, TX 78704

Stoneware Microcomputer Products
1930 Fourth St.
San Rafael, CA 94901

Strategic Simulations Inc.
465 Fairchild Dr., Suite 108
Mountain View, CA 94043

Sunburst Communications
39 Washington Ave.
Pleasantville, NY 14850

Synergistic Software
5221 120TH Ave SE
Bellevue, WA 98006

T.I.E.S.
1925 Went County Rd. R2
St. Paul, MN 55113

Telos Software Products
3420 Ocean Park Ave.
Santa Monica, CA 94005

Temporal Acuity Products, Inc.
1535 121st Ave. S.F.
Bellevue, WA 98005

Terrapin, Inc.
678 Massachusetts Ave. #205
Boston, MA 02139

Think Moles Software
1012 Fair Gate Ave. #356
South Pasadena, CA 91030

Timeworks, Inc.
405 Lake Cook Rd.
Deerfield, IL 60015

Vaisala, Inc.
2 Tower Office Park
Woburn, MA 01801

Vernier Software
2920 SW 89th Street
Portland, OR 97225

Versa Computing, Inc.
887 Conestoga Circle
Newbury Park, CA 91320

Visicorp
2895 Zanker Rd.
San Jose, CA 95134

Wadsworth Electronic Pub. Co.
10 Davis Dr.
Belmont, CA 94002

Weekly Reader (Xerox)
245 Longhill Road
Middletown, CT 06457

Wheaton Information Managemt. Sys.
6723 East 66th Place
Tulsa, OK 74133

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BEST COPY AVAILABLE

Courseware Selection

by

Ann Lathrop

San Mateo County Office of Education

Educators have a crucial role to play in today's rapidly expanding field of instructional software. It is our responsibility to become skilled evaluators who look critically at courseware *before* we purchase it for use in our classrooms. We must demand excellence and reject that which is mediocre. We must be willing to write critical reviews in our professional journals. Finally, we must persuade those journals that have not yet added computer courseware to their reviews of instructional materials to do so.

The technology that can be used to set new standards of courseware excellence now exists. Creative designers and programmers are developing courseware that taps the interactive power of the computer and truly involves the student in the learning process. Merely placing workbook pages on the screen and asking occasional multiple-choice questions is no longer enough. We are well past the stage of being pleased simply because a program will load and run correctly. As we locate highly creative, interactive programs, we must publicize them to our associates for their own use and identify them for the larger educational community as a new standard for instructional computing.

Approximately 8,000 programs are currently being advertised for sale in the education market. Probably less than 10 percent of the programs fall into the category of good to excellent; some more conservative estimates place this figure at less than five percent. It is our challenge to select courseware to meet our students' needs from among the relatively few good programs now available.

THE EVALUATION PROCESS

Prior to beginning a critical review of courseware, it is helpful to select an evaluation instrument, guidelines or other standardized criteria. *The Guidelines for Evaluating Computerized Instructional Materials*, published by the National Council of Teachers of Mathematics, is one of the most carefully developed instruments. These guidelines are easy to read and have relatively simple forms. The guide is not geared just for mathematics, so teachers in any subject area will find it useful. The *MicroSIFT Evaluator's Guide for Microcomputer-Based Instructional Packages* is more complex, requiring careful study and a longer time to complete the forms. It is more appropriate for an in-depth analysis of a courseware package or for use by courseware developers or publishers. Each of these guides pre-

sents evaluation criteria and a thorough discussion of the evaluation process. A shorter evaluation form developed by The California Library Media Consortium for Classroom Evaluation of Microcomputer Courseware is designed as a training tool for teachers in identifying some of the important evaluative criteria.

The next step is to select and obtain courseware for review. The next article discusses where to find critical reviews that can be helpful in making initial selections. These critical reviews are not to be confused with the publishers' announcements that are often reprinted from advertisements without any evaluation of the actual product. Critical reviews are best used to select programs for on-site evaluation. They should be considered to be a buying guide only as a last resort; previewing the courseware with the students who will be using it should be part of the selection process whenever possible.

Many courseware publishers and distributors now have a free 30-day on-approval policy, usually requiring an official purchase order. The primary advantage of ordering from such a source is that the courseware can be previewed in the classroom where student reactions will frequently modify an instructor's original opinion of the material. Courseware can also be previewed at conferences, software demonstrations, computer stores, district or regional centers, or at other schools. Some sales representatives will bring courseware to a school or district for preview. One innovative approach is the "software fair" or preview day to which publishers, jobbers and educators from a large region are invited for the specific purpose of previewing a wide variety of courseware. All of these alternatives should be thoroughly explored before any courseware is ordered from a catalog description without the option of on-site preview before purchase.

After a courseware package has been obtained, there are three questions to be addressed before beginning a serious evaluation. In most cases a negative answer to any of the three may well eliminate the courseware from further consideration.

1. Does the program run on my equipment?
2. Does it meet a curriculum need at my school?
3. Does it represent a valid use of the computer?

These questions may appear too obvious to warrant discussion, but they are all too often ignored. Courseware is *not* transportable from one system to another and must match the exact configuration of equipment available at a specific site, including any required peripheral devices. Most courseware is selected to meet one or more stated curriculum objectives and should be evaluated in terms of those objectives. Even an outstanding program may be of little value if it does not fit into the curriculum. Finally, much of the courseware currently on the market appears to make only a trivial use of the computer. If the program merely replicates some task that is already being done well with a textbook, workbook or other traditional medium, its purchase would seem to be a waste of courseware funds.

EVALUATING THE PROGRAM

Several teachers, students and other staff members should become involved in the evaluation. Courseware is often used in more than one classroom and at several grade levels. Different teachers will emphasize different criteria. It is especially helpful for each teacher to use the package individually, preferably in the classroom, and then to discuss it critically with other reviewers before making a purchase decision. The evaluation steps outlined below are designed for one teacher, but they can be repeated by each person involved in the review.

1. Be yourself. Read the documentation, paying special attention to any stated or implied goals and objectives and to the instructions. When a management system is part of the courseware, try to assess how useful it might be and whether it will be easy to implement.

2. Be a "good" student. Go through the program in a positive manner. Follow instructions and try to do well. Ask the following questions:

Can I follow the instructions and understand what I am supposed to do?

Am I bored by the program, or does it challenge me to perform well?

As a good student, have I learned anything or developed new concepts?

Was it fun? Would I want to run it again or use it with a friend?

3. Be a "bad" student. Make a great many errors. Get confused and try to return to the instructions for help. Miss the same problem/question several times in a row and see what happens. Then ask:

How do I feel about this program and about the computer?

How do I feel about myself? Did the program make me feel dumb or did it help me to feel successful?

Did the program help me when I made an error? Did it just say "try again" when I was already doing my best, or if I was guessing?

When I made an error, did the program branch to easier materials, present items more slowly, or explain the lesson in several different ways to help me?

Was there a beep or other noise that let the whole class know when I made an error?

Did I learn anything?

Would I ever want to use this program again?

4. Be a "negative" student. Press RETURN/ENTER unexpectedly. Ignore the instructions and press all of the wrong keys. Put in a number when the program asks for a letter. Be uncooperative. See how the program handles your antagonism:

Could I crash the program?

Did I get any insulting responses, or did I get only a patient prompt that suggested what I should do?

Was it fun to fail? Did I get a more interesting graphic reward—the person was hanged, something exploded, the boat sank—when I gave the wrong answer?

Could I put a lot of crazy stuff on the screen or was the keyboard locked against unwanted responses?

Did I eventually get interested and become involved in the program almost in spite of myself?

These questions will help to identify truly creative and well-designed courseware. Many programs deal fairly well with the good student unless they are, unfortunately, boring. It is in responding to student errors, intentional or otherwise, that a program designer has the opportunity to show imagination and to use the power of the computer to present material in new and more helpful ways.

Once you are familiar with the program, you will want to use it with your students, either individually, in small groups, or with the entire class. Students can be asked to complete some type of evaluation form or can be informally polled in discussions following the use of the program. Their reactions will provide additional insight into the potential value of the program being considered. Note especially whether most students complete the program without urging, want to repeat the program, or seem eager to share it with their friends. Then complete the evaluation form you have selected.

The final purchase/non-purchase decision should be based upon the opinions of the teachers involved, the reactions of students, and the relevance of the program to the curriculum. High standards must be established, and our final decision should reflect our determination to select only the very best from among the many programs available.

New courseware is appearing almost daily, and its quality is steadily improving. Any purchase should be deferred until there is enthusiastic agreement among the reviewers that is appropriate to the objectives of the school and truly represents an effective use of the computer. We control the marketplace by our decision to purchase or not to purchase a specific program and can encourage the development of creative and interactive programs by our refusal to purchase anything less.

SOFTWARE EVALUATION FORMS

The TECC/California Library Media Consortium for Classroom Evaluation of Microcomputer Courseware, "Checklist of Evaluative Criteria." Redwood City, California, 1984.

The Teacher Education and Computer Center (TECC) and Library Media Consortium developed this form with the goal of encouraging teachers to participate in the evaluation process by making the form as short and simple as possible. It is designed to be presented to teachers at a workshop, and there is no written documentation. The form may be reproduced and modified to meet local needs. (Available from Ann Lathrop, SMERC Library and Microcomputer Center, San Mateo County Office of Education, 333 Main Street, Redwood City, CA 94063.)

Heck, William, Jerry Johnson, & Robert Kansky, *Guidelines for Evaluating Computerized Instructional Materials*. Reston, Virginia: National Council of Teachers of Mathematics, 1981.

This is a very usable booklet, especially for the novice. The evaluation criteria are well developed with clear explanations and examples, and the evaluation forms are simple and easy to complete. The guidelines are not math specific and may be used effectively with courseware for any subject area. (Available from the National Council of Teachers of Mathematics, 1906 Association Drive, Reston, VA 22091.)

MicroSIFT, *The Evaluator's Guide for Microcomputer-based Instructional Packages* (Fourth Printing). Eugene, Oregon: International Council for Computers in Education, 1984.

MicroSIFT has developed and thoroughly field-tested this comprehensive evaluation document designed to establish a model of excellence in courseware. The guidelines and forms are more complex than those from the National Council of Teachers of Mathematics, but the user who studies them carefully will learn a great deal about evaluation. Courseware developers will find this publication especially helpful. (Available from the International Council for Computers in Education, University of Oregon, 1787 Agate, Eugene, OR 97403-1923.)

Educational Software Reviews: Where Are They?

by

Steven Brown, George C. Grossman and Nicola Polson

In the February 1982 issue of *The Computing Teacher*, Ann Lathrop listed journals that carried educational software reviews and described the type of reviews offered by each. Her article was particularly for teachers who did not have the benefit of previewing a lot of software, which put them in the uncomfortable position of having to order expensive software based on the description in a publisher's catalog or on a product announcement.

Choosing software has not become any easier in the last two years. The number of software publishers is now in the hundreds and increasing steadily. Many provide catalogs listing their products, but the catalogs rarely provide enough information for the prospective user to make an intelligent purchase decision. Many publishers refuse to send "on approval" orders or provide review copies. The only reasonable alternative for many educators is to seek critical reviews published in professional and popular journals.

To help educators find such reviews, a follow-up of Lathrop's study was conducted to identify current sources of software reviews and to describe the type of review offered by each. Over 350 publications were surveyed. In spite of this, the list compiled is not all-inclusive. An increasing number of subject-specific education journals carry software reviews. There are also many general-purpose and brand-specific computer magazines and newsletters which carry reviews, some of which may be applicable to education.

SOURCES OF EDUCATIONAL SOFTWARE REVIEWS

Review journals and reports are published by commercial or non-profit organizations for the specific purpose of disseminating information about educational materials. Many review all types of media such as books, films, tapes and kits, while others limit their reviews to educational computer software. Reviews in these journals normally cover many subjects and all grade levels.

Educational computing periodicals focus specifically on educational uses of computers in schools. Reviews in these journals typically cover the entire spectrum of educational software.

Education periodicals include both general education publications and those dealing with educational specialties and specific subject areas. A rapidly increasing number of general education journals publish software reviews. Media-oriented journals often publish a wide variety of reviews, and subject area journals provide good sources of reviews in specific disciplines.

Educational computing newsletters are prepared periodically by or for educators with common interests or within a geographical area.

Other sources of information. This category contains important sources of information which do not fit easily into any of the above categories. These include directories of information on software, sources of reviews that are not in a bound format, and listings of favorably reviewed educational software.

In reading a review it helps to know the name, background and prejudices of the reviewer. The reviews in each publication reflect what the editor, editorial board or reviewer thinks are the most important aspects of educational software. Reviews vary in the number of categories of evaluation, the amount of description, the format for presenting evaluation summaries, and the relative emphasis on selected features of the software. Some focus mainly on the design and the attractiveness of the graphics, while others downplay that aspect and focus more on educational soundness. Computer-oriented journals are more likely to focus on the technical aspects of a program while educational journals often emphasize pedagogical considerations. Because the information contained in software reviews differs greatly from source to source, it is wise, whenever possible, to read several reviews of the same product prior to making a purchase decision.

Each review provides a glimpse of a specific software product. Although it may not be possible to tell for sure from a review whether a particular software package is what you want, it is possible to eliminate many that do not seem appropriate for your particular objectives. This alone takes much of the guesswork out of software selection.

DEFINITION OF TERMS

The following terms are used to describe the types of reviews. There is overlap in many cases, and some that do not fit easily into this format. The terms are meant only as a guide.

Descriptive reviews give details about a program without making any judgments.

Critical reviews express judgments of merits and faults. They are usually one person's opinion.

Evaluative reviews assign a value to the program using some type of scale. Evaluative reviews are often done by a team of reviewers.

Review Journals and Reports

DIGEST OF SOFTWARE REVIEWS: EDUCATION

Review Type: Abstracts of other reviews

Average Number of Reviews Per Issue: 50

Average Length of Review: 1-2 pages

Comments: Abstracts reviews from over 80 educational computer journals, education journals and computer magazines.

Price: \$53 for 4 issues/yr. *Digest of Software Reviews: Education*, 301 West Mesa, Fresno, CA 93704.

EVALUATIONS: MICROWARE

Review Type: Evaluative.

Reviewer: Teachers

Average Number of Reviews Per Issue: 25

Average Length of Review: 1 page

Comments: 1-3 rating on content, instructional quality and technical quality.

Price: Unknown. *Evaluations: Microware*, 7351 Elmbridge Way, Richmond, B.C., Canada V6X 1B8.

HIVELY'S CHOICE

Review Type: Descriptive

Reviewer: Staff (educators, consultants)

Average Number of Reviews Per Issue: 106

Average Length of Review: 2 pages

Comments: Annual book. All software included is recommended by educators. Aimed at preschool-grade 9. "Classroom Uses" an important part of each review.

Price: \$19.95 (1983-84 issue). *Hively's Choice*, 520 E. Bainbridge St., Elizabethtown, PA 17022-9989.

LIBRARY SOFTWARE REVIEW

(formerly *Software Review*)

Review Type: Extensive critical

Reviewer: Signed

Average Number of Reviews Per Issue: Varies

Average Length of Review: 4-6 pages

Comments: Was quarterly. "Becoming more frequent in 1984."

Price: \$58 for 4 issues/yr. *Library Software Review*, 520 Riverside Ave., Westport, CT 06880.

MicroSIFT REVIEWS

Review Type: Evaluative

Reviewer: Teachers (several per software package)

Average Number of Reviews Per Issue: 100 per year. Distributed 4 times a year.

Average Length of Review: 1-2 pages

Comments: Distributed through *The Computing Teacher* and other periodicals, RICE database, ERIC and through a nationwide network of educational service agencies. Matrix and rating scale included.

Available From: *MicroSIFT Reviews*, 300 S.W. Sixth Ave., Portland, OR 97204.

PRO/FILES

Initially contains a box with a minimum of 250 in-depth evaluations, with a minimum of 40 updates every two months. Each evaluation, done by EPIE's nationwide network of evaluators, is 4-6 pages and includes an overall rating, screen shots, student comments and teacher use.

Price: \$180.

SOFTWARE REPORTS

Review Type: Evaluative

Reviewer: Teachers, parents, students

Average Number of Reviews Per Issue: 382 pages of reviews annually.

Average Length of Review: 1 page

Comments: Well-organized, complete, cross-referenced directory/buying guide. Includes subject reference chart for a quick search of available software.

Price: \$60 per issue. *Software Reports*, 2101 Las Palmas Dr., Carlsbad, CA 92008.

Educational Computing Periodicals

THE CALICO JOURNAL

Review Type: Descriptive with critical comments

Reviewer: Educators; signed.

Average Number of Reviews Per Issue: 0-1

Average Length of Review: 1/4 to 1 page

Comments: A new journal dealing with computer-aided language arts instruction. Software review section is to be expanded.

Price: \$25 for 4 issues/yr. *The CALICO Journal*, 229 KMB, Brigham Young University, Provo, UT 84602.

CLASSROOM COMPUTER LEARNING

Review Type: Critical

Reviewer: Staff and professionals; signed.

Average Number of Reviews Per Issue: 4

Average Length of Review: 1/2 page

Price: \$19.95 for 9 issues/yr. *Classroom Computer Learning*, 19 Davis Drive, Belmont, CA 94002.

COMPUTERS, READING AND LANGUAGE ARTS (CRLA)

Review Type: Evaluative

Reviewer: Educators

Average Number of Reviews Per Issue: 8

Average Length of Review: 1½ pages

Price: \$14 for 4 issues/yr. *CRLA*, P.O. Box 13247, Oakland, CA 94661.

THE COMPUTING TEACHER

Review Type: Critical

Reviewer: Signed with background

Average Number of Reviews Per Issue: 5

Average Length of Review: 1 page

Comments: Publishers' replies frequently accompany the reviews. MicroSIFT reviews sometimes included.

Price: \$21.50 for 9 issues/yr. *TCT*, University of Oregon, 1787 Agate St., Eugene, OR 97403-1923.

EDUCATIONAL TECHNOLOGY

Review Type: Critical comments

Reviewer: Signed; educators

Average Number of Reviews Per Issue: 4

Average Length of Review: 1-2 pages

Comments: All reviews based on field testing.

Price: \$49 for 12 issues/yr. *Educational Technology*, 140 Sylvan Ave., Englewood Cliffs, NJ 07632.

ELECTRONIC EDUCATION

Review Type: Descriptive

Reviewer: "Hively's Choice"

Average Number of Reviews Per Issue: 1

Average Length of Review: 2 pages

Comments: Programs reviewed are all recommended by reviewer.

Price: \$18 for 8 issues/yr. 1311 Executive Center Dr., Suite 220, Tallahassee, FL 32301.

ELECTRONIC LEARNING

Review Type: Descriptive with critical comments

Reviewer: Team of educators

Average Number of Reviews Per Issue: 4-6

Average Length of Review: 1 page

Comments: Screen shots included.

Price: \$19 for 8 issues/yr. *Electronic Learning*, 730 Broadway, New York, NY 10003-9538.

JOURNAL OF COMPUTERS IN MATHEMATICS AND SCIENCE TEACHING

Review Type: Brief description

Reviewer: Staff

Average Number of Reviews Per Issue: 10

Average Length of Review: Very short paragraph

Comments: In each issue, software of a particular type or on a particular topic is also listed.

Price: \$15 for 4 issues/yr. *Journal of Computers in Math and Science Teaching*, Box 4455, Austin, TX 78765.

MATHEMATICS AND COMPUTER EDUCATION

Review Type: Critical comments

Reviewer: University faculty; signed

Average Number of Reviews Per Issue: 3-6

Average Length of Review: ½-3 pages

Comments: Formerly *MATYC Journal*

Price: \$13.50 for 3 issues/yr. *Mathematics and Computer Education*, Old Bethpage Rd., Long Island, NY 11804.

T.H.E. (TECHNOLOGICAL HORIZONS IN EDUCATION) JOURNAL

Review Type: Descriptive

Reviewer: Unknown

Average Number of Reviews Per Issue: 30

Average Length of Review: 1/6 page

Price: \$15 for 8 issues/yr. *T.H.E. Journal*, P.O. Box 17239, Irvine, CA 92713.

Education Periodicals

ARITHMETIC TEACHER

Review Type: Critical comments

Reviewer: Educators; signed

Average Number of Reviews Per Issue: 3

Average Length of Review: 1/2 page

Comments: Not all issues have reviews. Reviews only math programs.

Price: \$30 for 9 issues/yr. *Arithmetic Teacher*, 1906 Association Dr., Reston, VA 22091.

BOOKLIST

Review Type: Critical

Reviewer: Selected reviewers experienced in use and evaluation of software.

Average Number of Reviews Per Issue: 20

Average Length of Review: 1/4 page

Comments: Not all issues have reviews. Prints reviews only for titles recommended for purchase.

Price: \$40 for 22 issues/yr. *Booklist*, 50 East Huron St., Chicago, IL 60611.

CURRICULUM REVIEW

Review Type: Descriptive with critical comments

Reviewer: Educators; signed

Average Number of Reviews Per Issue: 10

Average Length of Review: 1/2-1 page

Price: \$35 for 5 issues/yr. *Curriculum Review*, 517 S. Jefferson St., Chicago, IL 60607.

INSTRUCTOR

Review Type: Descriptive

Reviewer: Teachers

Average Number of Reviews Per Issue: 0-2

Average Length of Review: 1/6 page

Comments: One issue had 25 reviews.

Price: \$18 for 9 issues/yr. *Instructor*, 757 Third Ave., New York, NY 10017.

JOURNAL OF LEARNING DISABILITIES

Review Type: Evaluative

Reviewer: Educators

Average Number of Reviews Per Issue: 2

Average Length of Review: 2 pages

Comments: A single report by a staff member is assimilated from separate reports from 2-5 field reviewers.

Price: \$32 for 10 issues/yr. *Journal of Learning Disabilities*, 11 E. Adams St., Chicago, IL 60603.

MATHEMATICS TEACHER

Review Type: Critical

Reviewer: Educators; signed

Average Number of Reviews Per Issue: 7

Average Length of Review: 1/2 page

Comments: Some programs are reviewed separately by two reviewers.

Price: \$30 for 9 issues/yr. *Mathematics Teacher*, 1906 Association Dr., Reston, VA 22091.

MEDIA AND METHODS

Review Type: Critical

Reviewer: Staff

Average Number of Reviews Per Issue: 2

Average Length of Review: 1/2 page

Price: \$24 for 9 issues/yr. *Media and Methods*, 1511 Walnut St., Philadelphia, PA 19102.

PHYSICS TEACHER

Review Type: Evaluative

Reviewer: Educators

Average Number of Reviews Per Issue: 1

Average Length of Review: 1 page

Comments: Rating scale included.

Price: \$42 for 9 issues/yr. *Physics Teacher*, Graduate Physics Bldg., SUNY, Stony Brook, NY 11794.

SCHOOL SCIENCE AND MATHEMATICS

Review Type: Description with some critical comments

Reviewer: Signed

Average Number of Reviews Per Issue: 2

Average Length of Review: 2 pages

Price: \$22 institution, \$19 individual for 8 issues/yr. *School Science and Mathematics*, Bowling Green State University, 126 Life Science Bldg., Bowling Green, OH 43403.

Educational Computing Newsletters

CHIME (CLEARINGHOUSE OF INFORMATION ON MICROCOMPUTERS IN EDUCATION)

Review Type: Evaluative

Reviewer: Teachers; signed

Average Number of Reviews Per Issue: 10

Average Length of Review: 1/2 page

Comments: Rating scale included

Price: \$15 for 6 issues/yr. *CHIME*, 108 Gunderson, Oklahoma State University, Stillwater, OK 74078.

CLOSING THE GAP

Review Type: Descriptive

Reviewer: Staff

Average Number of Reviews Per Issue: 2

Average Length of Review: 1 page

Comments: Aimed at teaching the handicapped. Discusses specialized hardware, software.

Price: \$15 for 6 issues/yr. *Closing the Gap*, P.O. Box 68, Henderson, MN 56044.

CUE—COMPUTER-USING EDUCATORS

Review Type: Descriptive with critical comments

Reviewer: Educators; signed

Average Number of Reviews Per Issue: 3-4

Average Length of Review: 1/2 page

Comments: Educators who write reviews field test the programs.

Price: \$8 for 8 issues/yr. *CUE*, 127 O'Connor St., Menlo Park, CA 94025.

EDUBUS

Review Type: Critical

Reviewer: Signed, background not given

Average Number of Reviews Per Issue: 2-4

Average Length of Review: 2-4 pages

Price: \$10 for 5 issues/yr. *EDUBUS*, 2500 University Dr., Calgary, Alberta, Canada T2N 1N4.

HANDS ON!

Review Type: Critical

Reviewer: Signed

Average Number of Reviews Per Issue: 1

Average Length of Review: 2 pages

Price: \$10 for 4 issues/yr. *Hands On!*, 8 Eliot St., Cambridge, MA 02138.

MICROCOMPUTER DIGEST

Review Type: Descriptive

Reviewer: Unknown

Average Number of Reviews Per Issue: 1

Average Length of Review: 1/2 page

Price: \$29.95 for 11 issues/yr. *Microcomputer Digest*, C.E.O. Associates, 201 Route 516, Old Bridge, NJ 08857.

MICROCOMPUTERS IN EDUCATION

Review Type: Critical

Reviewer: Usually staff, signed

Average Number of Reviews Per Issue: 6

Average Length of Review: 1/2 page

Comments: Includes summaries of reviews from other sources.

Price: \$33 for 12 issues/yr. *Microcomputers in Education*, 5 Chapel Hill Dr., Fairfield, CT 06432.

Other Sources of Information

THE 1985 EDUCATIONAL SOFTWARE PREVIEW GUIDE

A list of 500 favorably reviewed instructional software programs for K-12 use. Developed by the Educational Software Evaluation Consortium, representing 27 organizations involved in computer education throughout North America. The guide is designed to assist educators in locating software for preview. Selection based on critical evaluations conducted by participating organizations and on reviews published in other journals.

Price: \$5.00. ICCE, University of Oregon, 1787 Agate St., Eugene, OR 97403-1923.

EPIE (Educational Products Information Exchange) has two products available related to software evaluation and selection:

THE EDUCATIONAL SOFTWARE SELECTOR (TESS)

A directory and evaluation guide containing detailed information on over 5,000 pieces of educational software. Contains references to EPIE evaluations, gives review ratings and refers to reviews in 14 other sources. Each entry approximately 200 words. Available electronically spring 1984.

Price: \$49.00.

EPIE Institute, P.O. Box 839, Water Mill, NY 11976.

END ■

[Steven Brown is currently in the master's program for Computers in Education at the University of Oregon. He had 12 years teaching and administrative experience, including 10 years in overseas American schools in Norway, Holland and Singapore.]

George C. Grossman, Associate Professor of Education, Central Washington University, Ellensburg, WA 98926.

Nicola Polson spent three years as a chemist and six years teaching in British Columbia. Currently enrolled in the master's program in Computers in Education at the University of Oregon.]

[Editor's Note: Some of the original sources were deleted to update this article.]

Creating a Software Review Collection

by
Glenn Fisher

Are you getting bogged down in software reviews, which seem to be everywhere, but never so that you can locate the one you need? Here in Alameda County we, like many other districts, have a large collection of software reviews from many sources. In the past they could be found in the magazine rack, in the back issues area, in the Computer Center and on office shelves. When teachers came in to preview software or to obtain information about software, they found it almost impossible to locate reviews of specific programs. We needed a way to organize all the reviews. Here's what we did.

Our Solution

We established three separate collections of copies of all of the reviews.

Set 1

This collection of reviews is kept with the software available for preview. Specific reviews are filed individually with the folder containing that particular disk, so that anyone previewing a program has easy access to all its reviews.

Set 2

This collection is organized first by subject area and then by software title, so that a teacher looking for social studies software, for example, has easy access to all reviews within that subject area.

Set 3

This collection is organized by company name, so that the reviews of a particular company's products can be easily found.

None of the collections are individually indexed or otherwise referenced—there is simply too much material to do that!

The Process

Reviews come in many different formats; someone needed to scour three years of magazine back issues as well as locate those packaged in sets with various bindings. To compound the task, almost all reviews are printed with more than one review on a page. In order to make separate and uniform copies of each individual review, blank sheets of paper were cut, waxed in our production department so they would adhere temporarily, and then used to mask all parts of a page but the review being copied. The result? —three separate copies of each review for the three collections described above.

Keeping track of which reviews we had copied turned out to be a bigger problem than we had anticipated. We used two methods: we checked magazines on the front cover when copied, and we made up a matrix of sources (magazines) and months, checking the box when each issue was started (✓) and crossing it out (X) when the issue was completed. We simply lined out months when no issue arrived.

Organization

We used the following subject areas for our Set 2 collection:

Art	Language Arts (2 binders)
Basic Living Skills	Library Skills
Business	Logic and Problem Solving
Computer Literacy	Miscellaneous
Computer Programming/ Utilities	Math/Advanced
Counseling/Careers	Math/Arithmetic (2 binders)
Data Bases/Administration	Math/Statistics
Early Childhood Education	Music
Foreign Language	Science
Health/PE/Nutrition	Social Studies
	Teacher Utilities

The title of each review was underlined as it was copied. If a subject area was given, it was also underlined; if not, the appropriate subject area was written on the review. This proved to be an enormous help, both for us and for teachers trying to locate a particular review.

We encountered obvious copyright problems. Because it is illegal to copy entire sets of materials, we contacted the sources of commercial reviews regarding our project, and most gave us at least verbal permission. We already subscribed to multiple copies of most of the magazines, and for one source we simply purchased two subscriptions. Besides the time commitment, this copyright issue is the major problem to resolve if you undertake a similar project. You should clear your intentions with all sources of commercial reviews you intend to include.

This project took a lot of time and over one box of paper! Two high school students who assisted in the Computer Center did the copying, sorting and binding. An adult supervised and answered category-related questions. It is estimated that the two students worked over 100 hours in the past year and a half. It now takes between two and four hours of student time a week to keep the review collection current.

The review collection has proved very useful to teachers who are involved in selecting or evaluating software. The ability to see all reviews within a single subject area in one place allows teachers to compare different programs, and also to get a good idea of the range of software available in that area. This project was voted one of the most useful services of the Computer Center by district computer representatives. **END**

[Glenn Fisher, Computer Specialist, Alameda County Superintendent of Schools Office, 313 W. Winton Ave., Hayward, CA 94544.]

Identifying Equitable Software

by
Raymond Rose

The state education departments in California and New York have begun to include screening for sexism, racism and other forms of bias in their review procedures of educational software. Currently there are over 20 states which have state law, regulation or policy requiring that instructional texts or materials be reviewed for equity. In Massachusetts, the state equity law, Chapter 622, requires that all instructional materials be reviewed for equity. This has been interpreted to include instructional software.

The forms of bias and discrimination have been categorized by McCune and Matthews (*Implementing Title IX and Attaining Sex Equity: A Workshop Package for Elementary-Secondary Educators*, U.S. Department of H.E.W., 1978) as:

1. **Exclusion/Invisibility**—the complete or relative exclusion of a particular group or groups in the content and illustrations of the material.
2. **Stereotyping**—portrayal of racial-ethnic group members as well as males and females with regard to only one particular attribute, characteristic or role.
3. **Imbalance/Selectivity**—the presentation of only one interpretation of an issue, situation or group of people, especially based on stereotypes.
4. **Unreality**—the tendency to ignore facts which are unpleasant or which do not conform with the value system of the majority culture.
5. **Fragmentation/Isolation**—the separation of the study of minority groups and women through the establishment of separate units (e.g. History of Black Americans, Careers for Women), which imply that these groups are unrelated to the experiences of the dominant culture.
6. **Linguistic Bias**—the use of the generic "he" is an obvious source of bias. The use of exclusionary language and job titles (e.g. postman, fireman) is a more subtle and common form of linguistic bias.

The staff member that is given the responsibility for the review of instructional software needs to receive specific training to understand the types of bias and discrimination which are possible. Most software review forms, if they address the issue of bias and discrimination, do so with only a single question, which for the untrained reviewer will not address the subtle issues which are the most pervasive in instructional materials.

Look at the human factors involved in the program and supplementary materials. Will the motivational strategies used in the program be motivators for all your students? Does the program use a shoot-them-up arcade game format that turns off some students? Does the program use visual images of people? If so, are both females and males represented? Are both sexes represented in the text? Are different racial and ethnic peoples included in both the text and in the visual images? Instructional materials should, on the whole, present a variety of positive images of males and females, a variety of racial and ethnic groups as well as including disabled persons and a range of ages.

"Instructional materials should, on the whole, present a variety of positive images of males and females, a variety of racial and ethnic groups, as well as including disabled persons and a range of ages."

If the software evaluation form you are now using addresses the issue of equity with just one general question, you might consider adding these items:

Yes	No	None	
☐	☐	☐	Language free of: Sex bias
☐	☐	☐	Race bias
☐	☐	☐	Culture bias
☐	☐	☐	Women are proportionately represented in text.
☐	☐	☐	Minority group members represented in text.
☐	☐	☐	Contributions of all racial and ethnic groups and women and men presented in realistic and/or accurate ways.
☐	☐	☐	A variety of ages are represented.
☐	☐	☐	Disabled persons are represented in a variety of roles. END

[Raymond Rose, Program Specialist, The New England Center for Equity Assistance, located at The NETWORK, Inc., 290 South Main St., Andover, MA 01810.]

Software in the Classroom— A Form for Teacher Use

by
Cynthia Burt

Classification and Specification

The first section, **Classification**, gives basic information on the package, the location (classroom, media center or lab, for example), and "special equipment," which includes hardware, software and peripherals needed, but also might include a set of encyclopedias, a map, or even pencil and paper.

Specification tells you about the contents and presentation. Subject area and specified topic are useful as curricula guides—for example, "math; multiplication of whole numbers." A grade level determination is noted here, as well as the type of program (often more than one will apply).

Many packages include an assortment of individual programs. These can be listed in the Menu section to maximize classroom use of the package. A mnemonic, such as a sketch of a particular screen, may help in the recall process.

If Management and/or Record-keeping options are provided, the package will be more flexible and useful. It also means you may have to adjust parameters and prepare rosters before using the program with the class.

Many school districts and other organizations publish software evaluation forms that include general descriptions and categories such as "good documentation" or "ease of use." Another evaluation technique describes the software and analyzes it for strengths and weaknesses.

The analysis proposed here focuses on *classroom use of a particular program after it has been reviewed and purchased*. The intention is to provide you as a teacher with a systematic "recollection" of educational programs. It is not a purchase request to administrators nor does it necessarily constitute a recommendation to other teachers.

Such a method of recalling specific programs and their uses in a particular class will be valuable as the amount of software you have previewed and/or used increases. There are five sections, though not all sections need to be completed. Some information can be gleaned by a preview of the software, with more ideas added after the package has been used with the students. The analysis narrows its focus from general classification to the actual logistics of teacher and student involvement.

The Comment section is used to describe the program's attributes. Here it may be helpful to mention the suitability of a particular menu item, for example.

Lesson/Unit Involvement

The third section, **Lesson/Unit Involvement**, narrows the focus to the use of the package in your unit and lesson.

In what capacity is the package used? For remediation, for standard instruction or as an enrichment activity? Have you already developed a particular unit and lesson plan that the package could enhance or replace?

Now the purpose of the program can be determined. Does the package introduce a unit or review a lesson? Perhaps its best use is as a motivating activity or reinforcement. If management and record-keeping options are provided, it may also be appropriate for testing.

The last part of this section considers whole class and individual student management questions. Note any copyright restrictions: Can a single copy of the program be used with more than one computer at a time? Note here also whether the program is designed for individual use, or whether it can manage small groups of students. Still other packages can support a classroom demonstration. And regardless of the number of users, some kind of timetable is needed. Will students sign up to use the program? Is it realistic to assign a student to run the program at a specific time? Although the time needed to complete any program will vary somewhat from one student to another, tutorials and simulations generally take much more time to complete than a drill and practice program. For optimum use of any package, the time element must be considered.

The final two sections of the Use Analysis consider the logistics of teacher and student involvement. The section may be filled out before and/or after using the package in the classroom. This involvement will vary with each package, teacher and class. Remember, this is neither a purchase order nor a product review—these areas are to remind you about effective uses of the software in your classroom.

Teacher Involvement

Under **Teacher Involvement** you may wish to make notes about the need for orientation to a package. Sometimes a lesson or two is needed before the pack-

age can be used effectively. If management is provided, the roster may need checking and updating. Are the limits and ability levels appropriate for your students? While the program is in use, you may also want to monitor students' behavior or performance. (Exciting or very fast activities can sometimes encourage abuse of the keyboard.) After the program is used, does a score need to be recorded? (This may be critical for student reinforcement, especially if the program lacks management.)

The **Student Involvement** section can be used first to anticipate student use of the package. Do students need to sign up? Will they be able to comprehend the directions? Is the program likely to encourage verbal responses? If so, will this disrupt the rest of the class? Are the graphics likely to distract students from the subject matter? Will they know how to respond to the program's queries? How will students know when their time is up? Can they recognize the end of the problem set? Will they be responsible for recording their own scores?

Organizing Your Data

There are numerous ways of filing your Classroom Use Analysis sheets. You may want to maintain a private notebook by subject area of both suitable and unsuitable programs. This notebook will become a real time saver when searching for an appropriate program and avoiding inappropriate ones. Having the analyses in one portable notebook will also remind you of packages you've reviewed previously.

You may also want to file each analysis sheet with the appropriate lesson plan. Then, as you prepare a unit, the program can be easily integrated.

If you are very organized, you may want to combine the two methods. A small address-type book can hold the names and publishers of the programs you have viewed, while the lesson plans contain the analysis sheets.

And last, each program could be filed with a notebook of all use analyses gathered for it by all those previewing and/or using the program. A good way to share ideas and save time! The notebooks could be kept in the media center, where the analyses could be entered and maintained on a data base. Using software in the classroom can enhance learning and offer rewarding experiences if you plan for its effective use.

EDUCATIONAL SOFTWARE—CLASSROOM USE ANALYSIS

DATE _____

SIGNATURE _____

1. CLASSIFICATION

NAME OF PROGRAM _____

PUBLISHER _____

AVAILABLE FROM _____ FOR _____

SPECIAL EQUIPMENT _____

2. SPECIFICATION

SUBJECT AREA _____ GRADE LEVEL _____

SPECIFIED TOPIC _____

TYPE:

☐ DRILL & PRACTICE

☐ TUTORIAL

☐ SIMULATION

☐ GAME

☐ PROBLEM SOLVING

☐ SKILL BUILDER

☐ OTHER _____

MENU: (title and mnemonic)

1. _____

2. _____

3. _____

4. _____

5. _____

MANAGEMENT _____

RECORDKEEPING _____

COMMENTS: _____

3. LESSON/UNIT INVOLVEMENT

USAGE:

☐ REMEDIATION

☐ STANDARD INSTRUCTION

☐ ENRICHMENT

UNIT: _____

LESSON: _____

PURPOSE:

☐ INTRODUCE

☐ REVIEW

☐ MOTIVATE

☐ REINFORCE

☐ TEST

CLASSROOM MANAGEMENT:

MUST DISK REMAIN IN DRIVE TO USE? ☐ YES ☐ NO

☐ INDIVIDUAL ☐ GROUP ☐ CLASS

☐ SIGN-UP SHEET ☐ ASSIGNMENT

TIME ALLOTMENT PER RUN _____

TOTAL TIME ALLOTTED _____

4. TEACHER INVOLVEMENT

PREPARATION: _____

USAGE: _____

SUMMARY: _____

5. STUDENT INVOLVEMENT

PREPARATION: _____

USAGE: _____

SUMMARY: _____

END ■

SOFTWARE ORGANIZATION

by
Leon Roland

Every school should organize information about its software collection to maximize use. There are three main ways such information may be accessed:

1. Listing of available programs with a short description can be made. Such a list is similar to bibliographies or reading lists typically available for teachers.
2. A key-word or subject-heading search of a data base can be done.
3. The software can be cataloged and cards prepared for addition to the library card catalog.

Three basic steps are required for any of these methods of organization: data collection, data storage and data retrieval.

Computer Courseware

Title: Crossword Magic Version: 3.2

Type: 0-Collection of 1-Game 2-Tutorial 3-Drill & Practice
4-Simulation 5-Problem Solving 6-Utility 7-Data

Author: Sherman, Larry

City: Sunnyvale, CA

Source: LeS Computerware

Year Published: 1981 Dewey Number: 020

☒ Commercial ☐ Public Domain ☐ Data ☐ Licensed Accession #: 015

Contents: Creates a crossword puzzle with your words and clues. Puzzle may be played on the screen or printed using the printer.

Sound: yes / no Graphics: ☒ / no

Color: yes / no Printer: ☒ / no

Cost: \$295 Language: BASIC Grade: K-12

Disk: Flippy, 5 1/4 Computer: Apple II

Accompanying material: user's guide

System Requirements: 48 K; 3.5 DOS

Department: Teacher Rating: 1 2 3 4 5 ☒

Subject Headings: _____

School: Lineda Number programs: 1 Number disks: 1

Acquired: 1983 Vendor: Computer Store

(Figure 1)

During data collection, all necessary data to be used in the cataloging is acquired. Placing the material in a data base allows for efficient storage and retrieval of the information in the desired form. The information could be retrieved via printer or video display; some of the common printed forms used are labels, annotated bibliographies, title listings and card catalog cards.

Although all of these steps are necessary, the exact process will vary to meet each school's needs. The following are some ideas and methods of organization which can provide computer users in your school efficient access to the available software.

DATA COLLECTION

The data collected on each software package will depend on the amount of information a school wants to maintain. It is important to involve teachers, librarians and computer personnel in deciding what data should be collected. Figure 1 shows a data collection form. Remember, it is easier to collect too much data the first time than to find yourself needing to gather more information later.

Notes:

Title—Typically used as the main entry for the card catalog, because most teachers identify a program by title and because many programs do not supply the author's name. However, if the author's name is given, it is to be used as the main entry card.

Version—Necessary to determine if you have the updated or current version. Many programs are continually modified to eliminate bugs or to add options.

Type—If the program spans more than one type, the catalog can have extra entries, or simply list the predominant type and explain the format more completely under Contents. If a disk contains more than one program, such as MECC disks, it is best to catalog each program separately.

Source—The company producing the software, not the vendor. This may be needed if you need assistance with the material.

Accession number—Provides filing order as well as indicating the copyright status of the material. The accession number can include "C," "P," "D" or "L" to signify whether the software is Commercial, Public Domain, Data or Licensed.

Grade(s)—Often suggested on the package. If you must determine grade levels, keep the range broad.

Contents—Describes the software. Again, if a disk has more than one program, it is usually best to catalog each program individually. If not, then all of the programs contained on the disk should be listed. In cases where a disk has several programs that are all part of one system (for example, a data base with separate modules for entering, processing and printing the data), each module need not be listed as a separate program.

Computer—This information is important if the school has different computers, since software is often not interchangeable.

Material—Indicates items making up the package such as a user's guide or student worksheets. Teachers need to know about such materials in order to best utilize the program.

System—Refers to the memory size, DOS and other items such as a light pen needed to use the program.

Department—Used as a selection code if information is placed in a data base. A code such as "M" for mathematics or "L" for library might be used to allow the information to be

selected from the data base. If you wish to be very precise in your coding, you could use "M10" or "M60" to code specific learning objectives.

Rating—Useful if the district has an evaluation policy, but sometimes difficult to assign. The catalog listing might include brief comments by users.

DATA STORAGE

Since the computer is an excellent information processor, it is logical to store the collected data in a data base. Many data base programs can maintain the needed files. Many of these programs will also allow you to produce bibliographies and other desired materials. A word processor can be used to store and produce these files. A specialized data base designed to handle only the cataloging of computer software may also be used. You should study these programs carefully, because they may require you to accept the method of cataloging and output designed by the developer.

The actual entering of data is not difficult once the data base is designed or selected.

DATA RETRIEVAL

The data file may be used for many different types of both printed and video output. However, most schools lack a sufficient number of terminals to use only video output and will require printed output. The four types of output presented in this article are directory, bibliography, labels and card sets.

Both the directory (figure 2) and bibliography (figure 3) formats include the program title and accession number. In addition, the bibliography contains a short description of the program, which may help some teachers determine the usefulness of a particular program.

Figure 2

Directory

Crossword Magic C 15
Grade Book C 12
Library Overdue C 10

Figure 3

Bibliography

Crossword Magic C 15
will create a crossword puzzle using your words and clues.
Created puzzle may be played on the screen or printed using
the printer.

Library Overdue C 10
Maintains a file of overdue books

The third type of output is a label for disks and other material contained in the package. Figure 4 shows a label made using a standard mailing label. The first line contains the accession number combined with a single letter (in this case, "C") indicating copyright status. The second line is the program name. The source is printed in the third line and the computer type is in line four. The last line contains system requirements. This label provides the basic information needed for filing and identification.

Figure 4

Label

C 15
Crossword Magic
L & S Computerware
Apple II
48K; 3.3 MB; 3 1/4; ss/ad

Figure 5 shows a main entry card for a card catalog. (The cataloging process should follow the AACR 2 [Anglo American Cataloging Rules] recently developed for computer software.) In this example, the use of condensed print allows more information to be placed on one card and eliminates the need for multiple card entries. The MRDF in the upper left stands for Machine Readable Data Files. A complete set of cards may be made using the tracings given at the bottom of the card. The shelf list card can be changed so the cost and vendor of the software appears on that card.

Figure 5

Catalog Card

MRDF Sherman, Larry
Q20 Crossword Magic / by Larry Sherman --
She Version 3.2 --Sunnyvale, CA: L & S
C 15 Computerware, 1981.
1 program file (BASIC, Apple II) on 1 computer disk; 3 1/4
in. + user's guide.
Utility program.
System requirements: 48K, 3.3 MB, printer.
Disk characteristics: floppy disk, single sided, single
density, soft sectored.
Intended audience: K-12
Summary: Creates a crossword puzzle using your words and
clues. Puzzle may be played on the screen or printed using
the printer.
1. Sherman, Larry. II. Title.

Although schools may use different forms or processes for collection, storage and output, the basic idea is the same. Efficient use of software (and other media resources) depends on easy access to the right information about the software. The media specialist can use a computer to organize this information and output it in convenient forms. Computer-generated bibliographies and catalog cards, as well as computer data bases, have an added benefit. Teachers and students can see, in a non-threatening way, how software can be used in specific subjects, along with the books and AV materials they've been using all along.

[The author has written a program for making bibliographies and will be happy to share this program, along with other public domain programs he has written, with ICCE Members for \$5. Programs written for an Apple II+ or IIe, but the code is easily convertible. Leon Roland, Dept. of Science and Mathematics Education, Weniger 253, Oregon State University, Corvallis, OR 97331.]

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Software Copyright Interpretation

by
LeRoy Finkel

I have been asked to reconvene the ICCE Software Policy Committee so that we may examine the current state of the art (things in law tend to change over time) and review our current policies. As we prepare to meet, it seems appropriate to share with *The Computing Teacher* readers the best information we have regarding current interpretation of copyright laws.

There are no definitive answers to most of the questions we have, since the copyright law is vague in places and there have been no court cases to set precedent. Nevertheless, copyright attorneys, court watchers and lawmakers all seem to agree on how a court would interpret the current law if and when a case came before it. Not wanting to get sued and wanting to encourage software development by vendors, I prefer to take a conservative approach that looks to how the law will *likely* be interpreted, rather than waiting for the definitive decision by a court. In other words, I don't want to be the test case!! Do *you*? For those who doubt that publishers will sue a school district or teacher, be reminded that the American Association of Publishers did sue New York University, that a BOCES in New York was also sued (both public agencies lost their cases), and that while publishers may not sue, their professional associations seem willing and able to do so.

The issues:

1. **Back-up copies.** You are allowed back-up copies (number uncertain) that are to be used for archival purposes in the event your original copy fails. Such copies are *not* to be used on a second machine at the same time as the original. Since a backup is allowed by law, and if your vendor does not provide one or allow a process by which you can acquire one, then you may make one. But its *use* is restricted as stated above. Vendors who offer "multiple" back-up copies are using the term "back-up" incorrectly and have been asked to use the term

"multi-copy discounts," which more accurately reflects what they are offering you.

2. **Multiple-loading or booting from one disk into multiple machines at the same time.** "In the absence of a license that explicitly permits you to do so," you would likely be in violation of the copyright laws if you loaded multiple computers with the contents from one disk for use at the same time. The legal concept has to do with the "proliferation of simultaneous users." The law is designed to protect the copyright holder from loss of sales. If *Bank Street Writer* is sold for use on one machine (and it is), and you load it into 15 machines, one after the other, so that all 15 are in use at the same time, you are inhibiting sales. Thus, you are in violation of the law. The fact that you *can* physically load the contents into multiple machines is irrelevant. The law does imply that sequential use on different machines is okay (first on one machine, turn it off, then on another machine). The key element here is proliferation of "simultaneous" users. That one concept

has helped me out a lot. Two companies have recently announced simultaneous-use or multiple-loading software. They have been asked to emphasize that this is a special license for a particular piece of software. One solution to the multiple-loading "problem" is multiple-copy pricing and licensing, an option more companies seem to be taking.

3. **Networks.** "In the absence of a network license" you would likely be in violation of copyright laws if you downloaded a program to multiple stations at the same time from your network, be it a hard disk or floppy disk network. The "proliferation of simultaneous users" concept described above would again apply. *Whether it is physically possible to load the stations from the network is not germane to this discussion. The absence of a license permitting simultaneous use is the copyright issue.*

It is not enough for districts to merely pass copyright policies—we must pay heed to them. It is the responsibility of each of us to be a role model to fellow teachers and students alike and allow only legal uses of software on our campuses.

If you have questions, comments or information for the committee, please write me. Since the law is somewhat different in each country, I would like to hear from people willing to serve on sub-committees for specific countries.

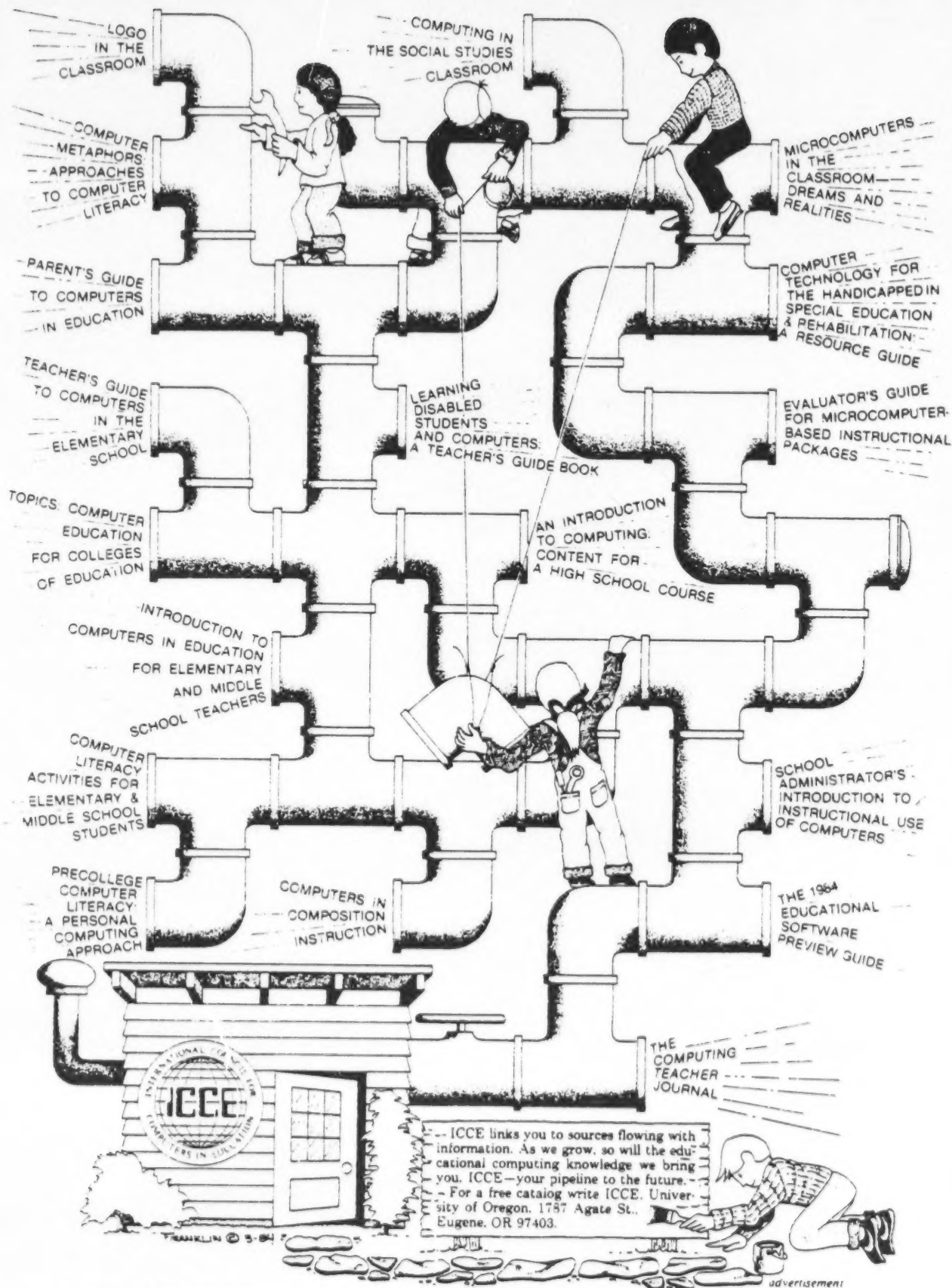
[LeRoy Finkel, San Mateo County Office of Education, 333 Main Street, Redwood City, CA 94063.]

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